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Chapter Nine: The Age of Wonders: Shadow Magic Editor

For those of you who have played through the available scenarios and want to create your own, to tell your own story, and to flex your creative muscle, the Age of Wonders: Shadow Magic Editor (AoWSMEd) has been included with Age of Wonders: Shadow Magic. This is the same tool that the developers used to create Shadow Magic. Using AoWSMEd, you can design and create your own scenarios and campaigns for use with Age of Wonders: Shadow Magic.

AoWSMEd is one of the easiest to use map and campaign editors out there, and yet it is capable of creating extreme depth. A thorough discussion of all of the things that are possible with the editor would easily double the size of this manual, so this chapter will just take you through the very basics of creating an Age of Wonders: Shadow Magic map.

IMPORTANT: *Before attempting to create your own Age of Wonders content, you should have a thorough understanding of the underlying concerns facing players of the game. Creating a map that is fun to play and is fair to all players is very difficult and is nearly impossible without having mastered the mechanics of play beforehand.*

The Setup

After opening AoWSMEd, you will be presented with a lovely gray screen. At this point, you have three options: you can create a new scenario from scratch; you can edit a current scenario; or you can have the game design a random map, which you can then edit to your heart's content. For now, let's create a blank scenario and go from there. Click **File**, then **New**. The **New Map** options will appear.

Specify your desired map size—Small (64x48 hexes), Medium (96x72), Large (128x96), or Extra Large (192x144). Larger maps lend themselves to more players or a more drawn-out game with higher levels of research and city development, while smaller maps provide enough space for more personal, one-on-one battles.

Next, you can select whether you would like your map to include Shadow World or Underground levels. Additional levels can add rich complexity and strategic opportunities to a map if carefully designed, but can be extremely frustrating if done poorly. For now, we'll stick to a surface-only map.

Finally, select what type of base terrain you would like your map to initially contain.

For our trial run, select a **Small** map size, with **Surface Only** level, and **Grass** as the initial Terrain Type. Click 'OK.' The Editor will create your map and fill it with grass for you.

Before we jump to the nitty-gritty of filling out the map, let's flesh out the scenario's story, players, and initial settings. Click **Options**, and then **Map Settings**. This will bring up the six-tab **Map Setting** dialog box. Under the **General** tab, you can set the map's in-game name, author(s), password for editing, the description that will appear on the Scenario Selection screen, and musical selections. Let's call our map 'The Battle of New Stratos.' Enter any description you like, and add a few songs to the play list. Click on the **Settings** tab to continue.

This tab allows you to define the number of players, which races may appear on the map, how much the players' Wizards can be customized, and the attitude of Independent AI units. Let's include two players, the Elven and Orc races, and Normal Independent AI. Once you've made your changes, click on the **Players** tab.

Here, we can define each player's Wizard, starting Gold, Mana, and external income (Gold and Mana income that is not dependant on map structures like Gold Mines). Make Player 1's **Start Race** the Elves, and increase both **External Incomes** to ten. Click the **Diplomacy** tab to continue.

Here, you'll see a table showing the current state of relations between our two Wizards. Click on either of the question marks until they change to a pair of crossed swords, indicating that the Wizards are at war with each other. After all, what fun would a scenario without tension be? The next tab, **Advanced**, will let you specify the number and levels of Heroes, and whether certain activities and structures will be allowed in the scenario. The final tab, **Campaign**, will be covered later. Click **OK** to close the **Map Settings** dialog.

The Development

Now let's take a look at AoWSMEd's interface. The **Toolbar**—the row of icons running across the top of the screen—controls the basic operation of the editor.



The first two icons on the toolbar allow you to **Open** and **Save** map files, respectively. It's a good idea to save your progress often. The third icon will **Validate** your map, looking for errors and ensuring that the map will be playable. The next series of three icons allows you to choose a small (1 hex), medium (7 hex), or large (19 hex) **Brush Size**. Next up are the **Level Up** and **Level Down** icons. If your map includes an Underground or Shadow World layer, these icons will switch the view in the **Map Window** between them. Following these icons are the **Raise Terrain** and **Lower Terrain**, **Erase**, and **Object Selection** tools. **Raise Terrain** and **Lower Terrain** will allow you to, well, raise and lower the base terrain. The **Eraser** will cause your brush to remove items from the map, down to the base terrain. The **Object Selection** tool allows you to select objects and view/edit their details. It is the default cursor and can be selected at any time by right-clicking anywhere in the **Map Window**. Next is the **Terrain Overwrite** toggle, which will either allow or disallow the overwriting of placed terrain. Finally, the **Preview** button will switch to a full-screen view of your map.



The **Map Window** is the large area on the left half of the screen which shows a section of your map and allows you to place, remove, and edit objects. This is your window into the

goings-on of the scenario. All actual interaction with the map takes place here. The keyboard arrow keys will scroll around the map. At the very bottom of the Map Window is the Info Bar. The numbers on the left side are the coordinates of the hex over which your cursor is resting. This information will be very important later on. The next three sections will tell you, in order: the base terrain type of the hex your cursor is over, the map structure of the hex, and the currently selected object. If multiple objects are in one hex, clicking repeatedly on the hex will cycle through them.

Finally, the right-hand portion of the screen contains three tabs. The **Map** tab contains a minimap of your scenario (the rectangle overlay on this map represents the portion of the map displayed in the **Map Window** to the left). Next to it are the base terrain types in hexagon-shaped buttons. Below that are tabs and buttons for all of the Tile sets, Units, Wizards, Heroes, and Items which you can place into your little world. For the ambitious, the **Events** tab allows you to create scripted events that will cause a specific action to take place. You could, for instance have the game display a specific message when a player first views the city of New Stratos. We will deal with Events later on.

Let's get cracking on our scenario. As we stated earlier, this map will feature the Elves and the Orcs duking it out for control of the city of New Stratos. We'll start the Elves in the western portion of the map, with the Orcs in the east. New Stratos will be located in the midst of a dangerous mountain range near the center of the map.

Select the medium-sized brush on the toolbar, then click the **Tiles** tab on the right-hand portion of the screen. Click the **Grass** button to view the **Grasslands** tile set, and then choose a mountain type from near the top of the selections. Fill out the four corners of the map with mountain ranges. Combine different sizes of mountains, placing some over the tops of others to create a look of continuity. If you make a mistake, use the **Object Selection** tool to select the misplaced mountain and hit the delete key to remove it. After you've placed mountains around the edges of the map, select the road option on the top left of the right-hand area (it looks like a little road running over a bridge). Click and drag to run a road across the map from east to west, with a few minor curves along the way. Add a 2nd road branching off from the first in the middle half of the map, so that the road looks like an inverted 'T' in the middle. This will be the road leading to the magical city of New Stratos.

Next, click on the **Raise Terrain** button and medium **Brush Size** and click and drag the mouse around the future location of New Stratos to create a small, defensible hill for it to be built on.

Now click the **Places** tile set, and select the city from the available choices (it should be the upper-left item). Place a city at the end of the 'T' road, on top of the hill. Click the **Object Selection** tool on the toolbar, and then click on your newly-placed city. It should say 'Selected: Noname' in the Info Bar if you selected it correctly. Right-click the city, and choose **Edit**. This will bring up the **Properties** dialog. From this dialog, you can specify the exact settings your city will have. Name the city 'New Stratos,' ensure that the **Player** setting is 'Independents,' and fill the city with the **Race** of Humans. Change the city's **Size** to 'City,' and give it 'Average' **Defenders**. In the **Upgrades** section, select 'Wooden Wall' to make it even more difficult for players to take the city. Click **OK**.

From the **Places** tab, place a mine, a watchtower, and a couple of windmills around the city, and then lay some hills and mountains around it all, taking care not to block the road. Stick a couple of well-defended camp sites in the general vicinity as well, to add the 'dangerous' to our 'dangerous mountain range.' Now click on the **Grass** tab again, and look for the pine trees. There are icons with one, two, or three trees, representing how densely they will be placed with each click. With the middle-density pine trees and a medium brush, lay a pine forest around the area of New Stratos. Note that if you drag the brush over your mountains, the trees will automatically fill in the nooks and crannies without removing the mountains.

Once you're done with the immediate surroundings of Stratos, let's place the base cities of the two players. Place a village on either end of our main road. Right-click and edit to name the western village Sylva, set **Player** to your Elven Wizard, set the race to Elves and leave the rest of the options on their defaults. Name the eastern village Urug, set it to Orcs, and give control to the Orcish Wizard. Click the **Wizards** tab, and place each Wizard in his respective city.

Click the **Units** tab, and place a couple of Elven units outside of Sylva, and some Orc units outside of Urug. Use low-level units, since the players of this map won't have a lot of resources with which to support higher-level parties. Double-check the **Stats** tab after they are placed to make sure that the players won't have a negative income. Remember to edit their properties and give them to the correct Player.

Run a second road from Sylva down around the southern portion of the map, and have it meet up again with the main road just outside of Urug.

Click on the medium brush and on the hexagonal **Swamp** base terrain icon. At the center of the southern road, click and drag to create a small area of swamp (cover about half of the space onscreen). Decorate it with trees and items from the **Swamp** tile set, but leave a space in the middle. Once your swamp is done, click on the **Places** tile set and scroll down to find the **Mist** icon. Click here and there around your swamp to add an eerie mist. At the center of the swamp, place an **Ancient Ruin**, with Average defenders. Click the **Items** tab, and place an item for your players to find in the middle of the ruin.

Fill out the map to your delight, adding in some small independent outposts, mines, watch towers, and windmills along the roads. Note that you can create your own Heroes and Items, allowing you to customize your creation to your will.

The Testing

Map editing is an extremely touchy undertaking. The map that we just created will likely be rather boring to play, as it contains a small map that is relatively sparsely decorated and populated. Players start with one village, their Wizard, a small party, and nothing else. Many turns will be spent working to field a competent army and to scout out the surrounding territory. Since not much time was spent fleshing out the map, this process will be rather boring for the players.

Additionally, there's a good chance that one player will have an advantage over the other. Perhaps the city of New Stratos is closer to one player's starting location than to that of the other, or maybe your placement of resources favors the Elven location. In map design, countless factors affect the intrigue, balance, and general playability of a scenario. When creating a quality map, you'll find that it's not uncommon to spend much more time play testing a map than you'll spend actually placing structures. Play a few matches on your new map—from both players' perspectives. Use different tactics each time. Try to pretend that you are a regular player, playing your map for the first time. Make sure that the map is fun to play. Mapmaking takes patience; never try to rush a scenario to completion before its time.

Finally, be sure to use the built-in **Validate** option before playing a new map. This will find any true errors in your scripting and placement before you have to experience them in-game. Once you have successfully validated the map, save it, and it should be available from the **Scenario** menu in the game.

The skills and techniques we discussed in this section represent the majority of the skills necessary to make a map. Of course, you could say the same thing about wiggling a paintbrush and an artist's skill. The essentials are simple, but only practice will allow you to create a masterpiece.

The Event System

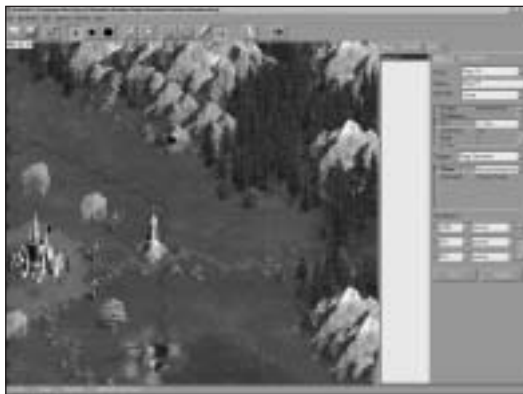
The Event System is what makes things happen on a map, and is what makes a scenario interactive instead of just a static battleground. It is the tool by which it is possible to use a scenario to tell a story. An Event is something other than the basic gameplay mechanics that occurs during a game, such as a special reward from an allied Wizard upon conquering an enemy city. An event consists of two basic things: an Event Type and a Trigger. The Event Type is what happens, and the Trigger is what has to happen in the game to make the Event happen. In the example above, conquering the enemy city would be the Trigger, and the special reward (perhaps a magic item needed to win the game) would be the Event.

While every scripted Event needs an Event Type and a Trigger, there is a third, optional thing that can also be used, called a Condition. A Condition modifies a Trigger. As an example, an Elven Hero might join with the player at a Watch Tower. A Trigger might be a player flagging the Watch Tower. A Condition might be that the player be at peace with the Elves. In this example, the Condition (peace with the Elves) modifies the Trigger (capturing the tower) so that the Trigger is only activated when both Conditions are satisfied – the player flags the tower while at peace with the Elves. The Trigger would not activate if the player took the tower while at war with the Elves, and the Hero would not join.

Although it seems rather complex, it is really very simple. Rather than confuse you by trying to describe the process further, we will add a scripted Event to a map and see first-hand how it works.

Open up 'The Battle of Stratos,' the map we made earlier, in the editor. Just outside of the Elven city of Sylva, place a Watch Tower along the road. Select it, right-click it and select **Edit**. Leave it in the hands of Independents, and with no defenders, but look near the bottom of the Watch Tower Properties window and you should see an ID number, something like 'ID:9' (though the number might be different). This is this particular Watch Tower's ID number. Make note of it for later.

Now, over on the right side, go to the **Events** tab. A new window will appear with two more tabs, **Main** and **Conditions**. Leave it on **Main** for now. Down the left side of this window is a white space that will list all of the Events for the current map. It is currently empty, so click on the **New** button below to create a new Event. In the **Type** drop-down box, choose **Play FX**. The **Name** and **Activate** should be filled in now and can be left alone. **Play FX** will play special effects at the place we tell it to. Down below **Activate** you should see a box with a number of different options. Click twice in the small box behind **EXType** to choose what kind of effects you want to show, and select **eftFireworksFire**. This is just the name for the effects representing the Fire Sphere of magic.



The next box can be left alone, but look closely at the box marked **XYL**. You will see this quite often in the Events System. **XYL** refers to specific coordinates on the map, and, in this case, is the location where we want the special effects to go off at. Remember, the coordinates of the hex that your cursor is over can be seen below the Map Window in the Information Bar. Hover your cursor over your new watch tower and make note of the coordinates listed (they should look something like '11:19:0'). Click the box by **XYL** twice to open a new window. Enter the three numbers into the spaces in this new window, in order, and click OK. This will tell the effects to display in the hex with the tower. Change the box labeled **CenterView** to True, and you can leave the rest of the boxes alone. You have just created your first Event Type!

Now that we have an Event, we need a Trigger. Go down to the **Trigger** drop-down box and set it to **Flag Structure**. This means that the Trigger will be when a certain structure is flagged (captured). The **Players** box will let us open a window to specify which players can activate the Trigger on that structure. It is fine like it is for right now. Do you remember when we wrote down the ID number for the Watch Tower? Enter that number (just the number) into the **StructureID** box.

What we have done is created a Trigger and an Event that say, 'When structure number 9 is flagged, play the Fire special effects at the coordinates provided.' Try it out. Validate the map, save it, load it up in the game, take control of the Elves, and have one of your units capture the watch tower nearby. Enjoy the show!

Conditions work in much the same way as **Triggers**. Below the Triggers section is a section labeled **Conditions**. There are several sets of double boxes, one labeled **AND** and **OR**, the other labeled **None**. In order to create a Condition, click on the **Conditions** tab at the top, then on the **New** button. Specify a Type and fill in the correct parameters in the box below. Once you have created a Condition here, you can go back to the **Main** tab and down to the **Conditions** section at the bottom. You can now select the Condition you created in the right box, and the modifier in the left. As an example, you could create a condition that the player have 1000 Gold. If you then made the modifier **AND**, the effects wouldn't play unless the player flagged the tower **AND** had 1000 Gold. You can create very specific triggers with the use of multiple conditions.

Creating a Campaign

AoWSMEd makes it easy to create not just individual scenarios, but complete campaigns consisting of multiple linked scenarios. To create your own campaign, first start a new map, then go to the Options pull-down menu and select **Map Settings**. In the **Map Settings** dialog, select the **Campaign** tab. Check the **Custom Campaign** box. In the **Introduction** box at the bottom, you can type in a story for the campaign scenario which will be displayed as scrolling text at the beginning of the game, just like in the campaign that came with the game. In the **Victory** tab of the same box, you can enter the text to be displayed when the game is won, scrolling beneath the end-of-game statistics.

If the map you have created is the first map of a campaign, check the **First Map** box. **Next Scenario** allows you to select the next scenario in the campaign. Leave this setting blank if you wish the current scenario to be the last. In terms of balance, it's usually best to have a maximum of three or four scenarios in a campaign, because of how Research and Hero levels advance.

Campaign Image lets you select an image that will be displayed before the scenario starts, along with the text that is written in the **Introduction** text box. The image should be 640x344 pixels in size, and in JPEG format.

Advanced Editing

With the Resource Editor, you can change, modify, and add portraits or item icons, change game rules, and alter many other things.

To enable the resource editor, run the Age of Wonders: Shadow Magic setup program from your start menu and check the box marked **Custom Resources**. In the editor, a new menu, **Resources**, will appear at the top. New resources will be saved in your Age of Wonders: Shadow Magic folder in the /user directory. You can switch between the default and custom resources by running the setup program again.

WARNING: *Editing the game's resources is a powerful tool to make large rule changes and additions, and to add content. However, these modification options are not supported by Technical Support and can possibly stop the game from running properly. They should only be used by experienced players who understand the risks involved. If, after editing resources, the game becomes unstable and you are unsure how to correct the problem, the default resources can be restored by reinstalling the game from the original CD.*

Event Reference

Event Types

Event Types are the things that you make happen in a scripted event, such as a message being sent, or a building being razed. The definitions below are basic overviews, and you are encouraged to experiment with the various settings of each Event Type to learn just how flexible each can be. The term 'player' refers to both Human and CPU players.

Center View: Centers the specified player's view on the specified coordinates.

Change Terrain: Changes the base terrain tile type to the specified type at the specified coordinates in a radius of hexes.

Control Counter: Sets a counter to a specified number, or increases its current value by a specified amount

Control Flag: Creates an internal 'flag' in the game that can be set to True or False. This can then be used with the Flagged Condition.

Control Player Relation: Causes one player's relations with another to be changed by the specified amount.

Control Race Relation: Causes the specified player's Race Relation score with a certain race to change by a specified amount.

Diplomatic Action: Sends a message, declares war, or asks for peace or alliance, from one Wizard to another.

Explore Area: Removes the black fog from over the specified coordinates in the specified radius. Does not remove Fog of War.

Flag Structure: Causes the specified player to automatically flag the specified structure.

Gold Reward: Gives the specified players an amount of Gold.

Hero Join: Has the specified Hero join the specified player, along with a message.

Hero Upgrade: Raises the level of specified Hero

Kill Unit: Kills the specified unit.

Lose Game: Specified player loses the game.

Mana Reward: Gives the specified players an amount of Mana.

Play FX: Shows a display of 'fireworks' of a specific Sphere at the location specified.

Play Movie: Plays a movie from the Age of Wonders Shadow Magic\Movies folder.

Quest: Creates a quest with the specified parameters

Quest Control: Causes a quest to be Succeeded or Failed

Raze Structure: Causes the specified structure to be razed.

Request: Makes a request of a player from a spirit or character.

Resurrect Hero: Returns a Hero to life at the specified coordinates.

Set Timer: Creates a timer that counts down a specified number of days.

Show Message: Displays a message to the specified players, optionally from a character or a spirit.

Spawn Units: Creates units at the specified coordinates

Storm: Creates a storm of a Sphere's magic at the specified coordinates.

Teleport: Creates a teleport from one set of coordinates to another.

Tutorial Arrow: Causes an arrow to appear at the specified coordinates.

Tutorial Message: Displays a tutorial-style message.

Units Join: Units appear and offer to join a player. Includes specification of their cost.

Watch Area: Removes both black fog and fog of war from the specified area for a number of turns.

Win Game: Specified player wins the game.

Triggers

Triggers are the conditions that must be met before a particular scripted event takes place, such as entering a certain area or gaining a certain amount of Gold. Again, the definitions below are basic ones intended to get you started.

Contact Player: When the specified Wizard contacts another specified Wizard.

Counter Change: When the counter changes while within a specified range

Diplomatic Action: When a specified player takes a specific diplomatic action toward another player.

Enter Area: When a player enters an area specified by a radius of hexes around given coordinates.

Flag Structure: When a player flags (captures) a specified building.

Game Over: When the game is over...

Gold Reached: When a certain amount of Gold is reached.

Kill Unit: When a specified unit is killed.

Mana Reached: When a certain amount of Mana is reached.

New Turn: When a new turn starts.

Pickup Item: When a specified item is picked up.

Quest: When a specified quest is failed, succeeded, or declined (specifically).

Raze Structure: When the specified structure is razed.

Rebuild Structure: When the specified structure is rebuilt.

Request Reply: When a Request (Event Type) is answered in a specified manner.

Timer: When the specified timer completes its count down.

Conditions

Conditions are additional requirements that can be added to a Trigger. A Trigger, for instance, could have message play when you flag a city. With Conditions, you could have that message play only when you flag a city while carrying a specific magic item.

All Allied: All remaining Players are allied with the specified Player

Area Visible: The specified area has been explored (the black fog removed).

Counter: The specified counter is within a certain range.

Day: On a specified day or series of days.

Diplomatic Relation: Diplomatic Relation between specific players is as specified.

Flagged: The specified Flag (Event Type) is as specified.

Game Over: Game over, man.

Gold: Specified players have an amount of Gold in the defined range.

Item in Area: A specified item is within a radius of hexes around specified coordinates.

Item Owned: A specific item is owned by the listed player(s).

Mana: The specified players have an amount of Mana in the defined range.

Player Type: Checks what type of player a player is (CPU/Independent/Human)

Random: A random number between 1 – 100 is generated and compared to the specified value. The Condition is met if the number generated is lower (effectively, this becomes a percentage chance of the Condition occurring).

Structure Flagged: Specified structured is flagged by listed players.

Structure Razed: Specified structure is currently razed.

Unit in Area: The specified unit is within a radius of hexes around the specified coordinates.

Unit Killed: Specified unit is killed.

Unit Visible: Specified unit is visible to specified player.

Quick Tips

- ⚙ Some types of terrain can be placed in the same hex as other types to good effect, such as flowers in a forest.
- ⚙ Before you even start, take the time to plan what kind of map you want to make – a single player story scenario, a multiplayer map, an Email map or something else.
- ⚙ Save your map often, and save different versions in case you have a problem.
- ⚙ Take the time to carefully decorate your map. A beautiful map with plenty of details is more fun to play than an empty one.
- ⚙ The most important aspect of map design is that the game is balanced for each player.
- ⚙ At the left of each type of decorative item, like trees, is a version with a yellow 'X' through it. This turns your brush into an eraser that only erases that particular item.
- ⚙ The 'AI Block' is an invisible barrier that CPU players cannot cross.
- ⚙ Try different combinations of items. A Magic Relay, for instance, looks great with a Heavy Storm effect placed in the same hex.
- ⚙ Play test, play test, play test!
- ⚙ Take the extra effort with little details – name your cities, put up signs, write a good map description
- ⚙ Some items, like smoke, can be placed in the same place multiple times to create a stronger effect.

The End

When you believe you've got your map feeling fair and fun, send it out to some friends, and listen to their feedback—it's tough to objectively test your own map.

With enough practice, you'll be able to create wonderful maps. Mapmaking for Age of Wonders: Shadow Magic can be almost as much fun as playing the game itself!

Appendix One: Unit Stats

Elves





Elves are immortal, living a life without end. These delicate and graceful beings are the elders of this world. Elves have close ties to nature and to the forces of life. They love music, lore, and dance, but are solitary beings, preferring to seek their pleasures far from the prying eyes of the world. When intruders come to their forests they seldom escape, and those who are taken from an Elven forest, after having dwelt among elves, often die of broken hearts and unspoken remorse.





In times past, Elves ruled all the lands, but they were generous with the lesser creatures and nurtured all life. Some say it was their downfall. Archons refer to the Elves as "The Firstlings," and preach that Elves serve to rejuvenate fallen worlds and prepare the way to a world of Magical Wonders. In their past, they welcomed the human race, and were betrayed. Such has been the source of much strife between the two races - and Elven memories are long.


Elves employ stealth, speed, and cunning to strike their foes. They are masters of faerie magic, and readily gather the powers of magic - instilling it in all that they touch.

Priest Unit	High Priest	Available Siege Machines	Pioneer Ballista Catapult Repeater Ballista Galley Transport Ship



	Glade Runner	Attack	5	Damage	4
		Defense	4	Resistance	5
		Hits	8	Moves	36
		Cost	30	Level	1
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Forestry, Strike, Concealment
		Abilities Added at Silver	Vision I	Abilities Added at Gold	Vision II
	Swordsman	Attack	7	Damage	5
		Defense	6	Resistance	5
		Hits	12	Moves	24
		Cost	30	Level	1
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Forestry, Strike, Block
		Abilities Added at Silver		Abilities Added at Gold	
	Longbowman	Attack	0	Damage	0
		Defense	4	Resistance	5
		Hits	10	Moves	24
		Cost	40	Level	1
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Forestry, Marksmanship I, Archery
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III
	Nymph	Attack	6	Damage	5
		Defense	6	Resistance	10
		Hits	14	Moves	24
		Cost	60	Level	2
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Female
		Requires	War Hall	Abilities	Walking, Forestry, Magic Strike, Strike, Swimming, Seduce
		Abilities Added at Silver		Abilities Added at Gold	

	Scout	Attack	10	Damage	7
		Defense	7	Resistance	5
		Hits	15	Moves	40
		Cost	70	Level	2
		Alignment	Good	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Forestry, Charge, Strike, Mounted, Vision I
		Abilities Added at Silver	Vision I	Abilities Added at Gold	Vision II
	Druid	Attack	10	Damage	7
		Defense	8	Resistance	14
		Hits	16	Moves	36
		Cost	120	Level	3
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Forestry, Concealment, Strike, Control Animal, Entangle, Swimming
		Abilities Added at Silver		Abilities Added at Gold	Path of Life
	Iron Maiden	Attack	14	Damage	9
		Defense	10	Resistance	12
		Hits	20	Moves	40
		Cost	180	Level	3
		Alignment	Pure Good	Size	Large
		Unit Type	Humanoid	Gender	Female
		Requires	Champions Guild	Abilities	Walking, Forestry, Magic Strike, Charge, Strike, Phase, Magical Mount, Willpower
		Abilities Added at Silver		Abilities Added at Gold	Holy Champion
	Treeman	Attack	10	Damage	12
		Defense	11	Resistance	8
		Hits	24	Moves	24
		Cost	150	Level	3
		Alignment	Good	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	Secret Glade	Abilities	Walking, Strike, Wall Crushing, Concealment, Fire Weakness, Forestry, Poison Immunity, Regeneration
		Abilities Added at Silver		Abilities Added at Gold	

	Fairy Dragon	Attack	14	Damage	11
		Defense	12	Resistance	16
		Hits	22	Moves	40
		Cost	300	Level	4
		Alignment	Good	Size	Extra Large
		Unit Type	Creature	Gender	Male
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Strike, Flying, Dragon, Magic Protection, Magic Strike, Phase, Vision II, True Seeing, Willpower, Pixie Dust (3/3)
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II



Archons





These otherworldly beings fight fiercely for life, order, and good. Their soldiers strike with the holy power of the living. Archons fight for just causes, and preach virtue and obedience to their subjects. They seldom seek to overrun any kingdom, but instead seem to appear where they might most likely be overpowered. Still, they persevere and are fearless in the face of death.




Historically, the Archons have shared close relations with the Elves, but in recent centuries the Elves and Archons have known their share of strife. The Archons claim that the Elves betrayed their promises and have gone astray. Though the Archons were defeated in their claim and were forced to reconsider their indignation, they clearly despise the dishonesty found among some Elven leaders. Archons guard their powers with holy orders and rituals that prevent deception.



Archons appear as tall, sturdy, humanoids with striking features and a radiant aura that has led many people to tremble before them. They are particularly powerful against the Undead.

Priest Unit	High Priest	Available Siege Machines	Pioneer Ballista Catapult Repeater Ballista Galley Transport Ship
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	Militia	Attack	5	Damage	5
		Defense	5	Resistance	5
		Hits	10	Moves	24
		Cost	20	Level	1
		Alignment	Pure Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Holy Strike, Holy Protection, Strike
		Abilities Added at Silver		Abilities Added at Gold	Holy Immunity
	Legionary	Attack	7	Damage	5
		Defense	7	Resistance	5
		Hits	12	Moves	24
		Cost	35	Level	1
		Alignment	Pure Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Holy Protection, Strike, Block, Throw Spear
		Abilities Added at Silver		Abilities Added at Gold	Holy Immunity
	Archer	Attack	0	Damage	0
		Defense	5	Resistance	5
		Hits	10	Moves	24
		Cost	30	Level	1
		Alignment	Pure Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Holy Protection, Archery
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II, Holy Immunity
	Paladin	Attack	9	Damage	7
		Defense	8	Resistance	6
		Hits	16	Moves	40
		Cost	90	Level	2
		Alignment	Pure Good	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Holy Strike, Holy Protection, Charge, Strike, True Seeing, Mounted, Death Weakness
		Abilities Added at Silver	Turn Undead, Magical Mount	Abilities Added at Gold	Holy Champion, Holy Immunity

	Attack	9	Damage	7
	Defense	9	Resistance	13
	Hits	15	Moves	28
	Cost	90	Level	2
	Alignment	Pure Good	Size	Medium
	Unit Type	Humanoid	Gender	Male
	Requires	War Hall	Abilities	Walking, Holy Strike, True Seeing, Holy Immunity, Holy Bolts, Strike, Willpower, Turn Undead
	Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Holy Champion, Marksmanship II
Pegasus Rider	Attack	12	Damage	8
	Defense	9	Resistance	8
	Hits	15	Moves	40
	Cost	140	Level	3
	Alignment	Pure Good	Size	Large
	Unit Type	Humanoid	Gender	Female
	Requires	Champions Guild	Abilities	Holy Strike, Holy Protection, Charge, Vision II, Flying, Strike, Mounted
	Abilities Added at Silver	Magical Mount	Abilities Added at Gold	Holy Immunity
Charioteer	Attack	13	Damage	9
	Defense	11	Resistance	8
	Hits	22	Moves	40
	Cost	170	Level	3
	Alignment	Pure Good	Size	Large
	Unit Type	Humanoid	Gender	Male
	Requires	Champions Guild	Abilities	Strike, Holy Protection, Marksmanship I, Archery, Walking, Charge, Mounted
	Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III, Holy Immunity

	Attack	10	Damage	8
	Defense	10	Resistance	14
	Hits	15	Moves	36
	Cost	150	Level	3
	Alignment	Pure Good	Size	Medium
	Unit Type	Humanoid	Gender	Male
	Requires	Sanctum	Abilities	Walking, Holy Strike, True Seeing, Holy Immunity, Strike, Willpower, Floating, Healing I, Resurrect, Death Weakness
	Abilities Added at Silver	Water Walking	Abilities Added at Gold	
Titan	Attack	15	Damage	12
	Defense	15	Resistance	12
	Hits	32	Moves	36
	Cost	300	Level	4
	Alignment	Pure Good	Size	Extra Large
	Unit Type	Humanoid	Gender	Male
	Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Holy Strike, Holy Protection, Walking, Fire Immunity, Round Attack, Strike, Vision I, Willpower, Wall Crushing, Death Weakness
	Abilities Added at Silver		Abilities Added at Gold	Holy Immunity

Halflings





To Halflings, every day is an idyllic dream, filled with the possibility of simple pleasures and prosperity. Halflings are the masters of happiness. They seek the path to everlasting joy. As a result, there are many factions among the Halflings, from the pious priests who seek joy in service and doing good to others, to the eccentric pranksters, and celebrant drunkards filled with any brew that might bring them closer to a stupor of laughter and song.





Halflings are extraordinary cooks, and eat well. They enjoy music, and telling stories. Adept at trade, they spend their wealth as quickly as they earn it. They are content to work the lands and harvest its bounty, but at times they are carried away to waste and silliness that separates them from the more proud faerie folk and Elven kin.


Halflings are friends with Eagles. Because they lack aggression, Halflings have relatively crude weaponry, preferring to pelt their enemies with many stones. Their toughest brawler is given the honorary title of "Sheriff" in their town, at which point he is given a bright red uniform, making him the most obvious target, while all the other Halflings of the town find ways to excuse themselves from battle.

Priest Unit	High Priest	Available Siege Machines	Pioneer Ballista Catapult Balloon Galley Transport Ship
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	Peasant	Attack	4	Damage	4
		Defense	4	Resistance	10
		Hits	8	Moves	20
		Cost	10	Level	1
		Alignment	Good	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Strike, Concealment, First Strike, Forestry, Polearm
		Abilities Added at Silver		Abilities Added at Gold	
	Swordsman	Attack	6	Damage	5
		Defense	7	Resistance	10
		Hits	10	Moves	20
		Cost	20	Level	1
		Alignment	Good	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Strike, Block, Forestry
		Abilities Added at Silver		Abilities Added at Gold	
	Slinger	Attack	0	Damage	0
		Defense	5	Resistance	10
		Hits	8	Moves	20
		Cost	25	Level	1
		Alignment	Good	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Hurl Stones, Marksmanship I, Forestry, Concealment
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III,
	Rogue	Attack	7	Damage	6
		Defense	7	Resistance	10
		Hits	14	Moves	24
		Cost	60	Level	2
		Alignment	Good	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Concealment, Marksmanship I, Wall Climbing, Strike, Poison Darts, Forestry, Swimming
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III

	Pony Rider	Attack	8	Damage	6
		Defense	9	Resistance	10
		Hits	14	Moves	32
		Cost	50	Level	2
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Charge, Strike, Mounted, Forestry
		Abilities Added at Silver		Abilities Added at Gold	
	Sheriff	Attack	10	Damage	7
		Defense	10	Resistance	10
		Hits	20	Moves	32
		Cost	110	Level	3
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Strike, Charge, Leadership I, Mounted, Bard's Skills, Smoky Haze, Forestry, Willpower, Fire Pistol
		Abilities Added at Silver	Leadership II	Abilities Added at Gold	Leadership III
	Eagle Rider	Attack	10	Damage	8
		Defense	9	Resistance	10
		Hits	14	Moves	40
		Cost	100	Level	3
		Alignment	Good	Size	Extra Large
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Charge, Flying, Vision II, Strike, Mounted
		Abilities Added at Silver	Vision III	Abilities Added at Gold	Vision IV
	Centaur	Attack	0	Damage	0
		Defense	10	Resistance	15
		Hits	20	Moves	40
		Cost	150	Level	3
		Alignment	Good	Size	Large
		Unit Type	Creature	Gender	Male
		Requires	Great Garden	Abilities	Walking, Archery, Marksmanship II, Forestry, Concealment
		Abilities Added at Silver	Marksmanship III	Abilities Added at Gold	Marksmanship IV

	Leprechaun	Attack	12	Damage	7
		Defense	16	Resistance	18
		Hits	16	Moves	28
		Cost	260	Level	4
		Alignment	Good	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Walking, Forestry, Magic Strike, Regeneration, Invisibility, Magic Bolts, Strike, Swimming, Phase, Blurred, Willpower, Sabotage, Taunt, Dispel Magic, Steal Enchantment, Marksmanship II
		Abilities Added at Silver	Marksmanship III	Abilities Added at Gold	Marksmanship IV






Dwarves




Dwarves are hardy mountain kin that live in the earth and rugged places of the land. They value strength and hard work. Their minds are slow to the subtle ways of diplomacy, preferring to strike their enemies with the force of their blows over spending inordinate amounts of energy in lengthy, sleep-inducing talk. They love to create things and find great satisfaction in creating vast structures adorned with the treasures discovered deep within the earth. Dwarves are strong fighters, some preferring to forego armor and shields to wield two axes and pure rage. Their sure-footed strides carry them over the high slopes they revere.




Dwarven women are sturdy and nearly as tough as their men folk. According to Dwarven tradition, a Dwarven male that is unable to best his wife in a show of physical strength becomes an Engineer. Dwarven Engineers are capable of fixing all machines and inanimate objects. They are consigned to a life of fiddling with contraptions in the hopes of somehow discovering a way of pleasing their overbearing mate. When Dwarves accumulate enough resources, they create mighty machines capable of destroying entire armies and blasting holes in the most formidable walls.

Priest Unit	High Priest	Available Siege Machines	Pioneer Ballista Catapult Cannon Galley Transport Ship
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	Axeman	Attack	6	Damage	5
		Defense	6	Resistance	5
		Hits	12	Moves	20
		Cost	30	Level	1
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Cave Crawling, Poison Protection, Mountaineering, Strike, Block, Night Vision
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity
	Berserker	Attack	8	Damage	6
		Defense	5	Resistance	7
		Hits	13	Moves	28
		Cost	40	Level	1
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Cave Crawling, Poison Protection, Mountaineering, Strike, Double Strike, Willpower, Night Vision
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity
	Crossbowman	Attack	0	Damage	0
		Defense	6	Resistance	5
		Hits	10	Moves	20
		Cost	30	Level	1
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Cave Crawling, Poison Protection, Mountaineering, Walking, Fire Crossbow, Night Vision
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II, Poison Immunity

	Boar Rider	Attack	9	Damage	7
		Defense	8	Resistance	7
		Hits	17	Moves	32
		Cost	80	Level	2
		Alignment	Good	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Charge, Cave Crawling, Mountaineering, Poison Protection, Strike, Mounted, Night Vision, Forestry
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity
	Engineer	Attack	8	Damage	6
		Defense	10	Resistance	8
		Hits	16	Moves	32
		Cost	70	Level	2
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Cave Crawling, Mountaineering, Poison Protection, Strike, Repair Machine, Sabotage, Night Vision, Fire Pistol
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity
	Mole	Attack	12	Damage	9
		Defense	12	Resistance	8
		Hits	21	Moves	32
		Cost	150	Level	3
		Alignment	Good	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Cave Crawling, Tunneling, Mountaineering, Poison Protection, Night Vision, Strike, Wall Crushing, Mounted
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity

	Runemaster	Attack	12	Damage	10
		Defense	12	Resistance	12
		Hits	23	Moves	24
		Cost	200	Level	3
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Cave Crawling, Mountaineering, Fire Immunity, Fire Strike, Strike, Poison Protection, Night Vision
		Abilities Added at Silver	Magic Protection, Poison Immunity	Abilities Added at Gold	Magic Immunity
	Gargoyle	Attack	9	Damage	8
		Defense	9	Resistance	20
		Hits	15	Moves	32
		Cost	120	Level	3
		Alignment	None	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	Stone Menders	Abilities	Flying, Strike, Magic Immunity, Death Immunity, Poison Immunity, Holy Immunity, Fire Immunity, Cold Immunity, Night Vision, Willpower
		Abilities Added at Silver		Abilities Added at Gold	
	Steam Tank	Attack	0	Damage	0
		Defense	14	Resistance	14
		Hits	32	Moves	32
		Cost	300	Level	4
		Alignment	None	Size	Extra Large
		Unit Type	Siege Machine	Gender	It
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Walking, Poison Immunity, Cold Protection, Steam, Fire Cannon, Marksmanship I, Fire Weakness, Transport VII, Night Vision, Cave Crawling
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III, Tunneling

Syrons





The Syrons are the original inhabitants of the Shadow Realm, from when that world was clean and filled with light. They explored the cosmos, employing the powers of magic to perfect their world. Then the Shadow Demons came.




For thousands of years the Syrons battled the Shadow Demons, but over time their exhausted world was consumed in darkness. For generations, the Syrons were enslaved, used as food and forced to attend to their captors needs as the demons slumbered and waited for a new world to consume. Every time they attempted to break free, they were met with unfathomable horror and torture. As a result, the Syrons live in a fog of hopelessness, expecting nothing but a life of misery. Their once strong spirits bear the weight of a thousand generations of doomed children.



The Syrons may possess the power to defeat the Shadow Demons, but lacking the ability to dispel their dismal past, the Syrons will remain as trapped food to grow a new batch of hungry monsters that are eager to enslave another world.

Priest Unit	High Priest	Available Siege Machines	Pioneer Ballista Catapult Frost Cannon Galley Transport Ship
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	Prospector	Attack	4	Damage	4
		Defense	6	Resistance	8
		Hits	7	Moves	36
		Cost	30	Level	1
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Strike, Shadow Walker, Vision I, Concealment, True Seeing
		Abilities Added at Silver	Vision II	Abilities Added at Gold	Vision III
	Lightning Catcher	Attack	4	Damage	3
		Defense	6	Resistance	8
		Hits	8	Moves	24
		Cost	55	Level	1
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Strike, Shadow Walker, Walking, Lightning Strike, Hurl Lightning, Lightning Immunity
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Spellbinder	Attack	7	Damage	6
		Defense	6	Resistance	9
		Hits	12	Moves	24
		Cost	50	Level	1
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Female
		Requires	Barracks	Abilities	Walking, Strike, Shadow Walker, True Seeing, Steal Enchantment
		Abilities Added at Silver	Lightning Strike, Lightning Protection	Abilities Added at Gold	Lightning Immunity
	Rider	Attack	9	Damage	8
		Defense	8	Resistance	6
		Hits	16	Moves	36
		Cost	80	Level	2
		Alignment	Good	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Strike, Shadow Walker, Mounted, Charge
		Abilities Added at Silver	Lightning Protection	Abilities Added at Gold	Lightning Immunity, Magical Mount

	Shadow Runner	Attack	9	Damage	6
		Defense	8	Resistance	6
		Hits	14	Moves	24
		Cost	120	Level	2
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Strike, Shadow Walker, Shadow Shift, Death Strike, Death Protection, Lightning Protection, Double Strike
		Abilities Added at Silver	Vision I, Death Immunity, Lightning Immunity	Abilities Added at Gold	Vision II
	Giant Warrior	Attack	14	Damage	10
		Defense	11	Resistance	11
		Hits	25	Moves	28
		Cost	180	Level	3
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Strike, Shadow Walker, Wall Crushing, Lightning Strike, Lightning Immunity
		Abilities Added at Silver	Death Protection, Cold Protection, Fire Protection, Poison Protection	Abilities Added at Gold	Death Immunity, Cold Immunity, Poison Immunity, Fire Immunity
	Changeling	Attack	10	Damage	6
		Defense	12	Resistance	10
		Hits	15	Moves	24
		Cost	150	Level	3
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Strike, Shadow Walker, Vision II, True Seeing, Changeling
		Abilities Added at Silver	Vision III	Abilities Added at Gold	Vision IV

	Astral Sprite	Attack	12	Damage	7
		Defense	12	Resistance	16
		Hits	15	Moves	36
		Cost	120	Level	3
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Hall of Stars	Abilities	Strike, Shadow Walker, Floating, Holy Strike, Resurgence
		Abilities Added at Silver	Lightning Protection	Abilities Added at Gold	Lightning Immunity
	Forceship	Attack	0	Damage	0
		Defense	10	Resistance	10
		Hits	25	Moves	40
		Cost	300	Level	4
		Alignment	None	Size	Extra Large
		Unit Type	Siege Machine	Gender	It
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Transport VII, Vision II, Fire Weakness, Poison Immunity, Magic Relay, Floating, Hurl Lightning
		Abilities Added at Silver	Marksmanship I, Vision III	Abilities Added at Gold	Marksmanship II, Vision IV



Humans





Troublemakers and dreamers, the Humans are filled with unbridled ambition to rule, prosper, grow, conquer and experience far more than their short lives can hold. They live for the moment and, to them, nothing is sacred. To ancient life, Humans are dangerous, vulgar, and uncouth.




Humans are a strange mix of all races. Some desire to invent and build things. Others desire to rule and wield power, while many are content to sit in the shade of the trees and tell stories to children. Some humans are deeply spiritual, while others show a knack for learning powers that were thought forgotten. Their governments are in a state of constant evolution, while every individual is of their own mind. Every man walks after their own pursuit with brazen disregard for the laws of nature or the order of life.



Their unpredictable nature has brought them to the brink of extinction. During times of peace, the Humans grew too great among themselves, and they drove from the world many races and creatures. All their expansion did not pass the notice of the destructive forces from Evermore, and soon they were scourged high unto oblivion. Still, Humans are resourceful, and when organized they manage to be more efficient in their production of goods than most races.

Priest Unit	Monk	Available Siege Machines	Pioneer Ballista Catapult Cannon Galley Transport Ship
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	Halberdier	Attack	5	Damage	5
		Defense	5	Resistance	5
		Hits	10	Moves	24
		Cost	20	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Strike, First Strike, Polearm
		Abilities Added at Silver		Abilities Added at Gold	
	Infantry	Attack	7	Damage	5
		Defense	7	Resistance	5
		Hits	12	Moves	24
		Cost	30	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Strike, Block
		Abilities Added at Silver		Abilities Added at Gold	
	Crossbowman	Attack	0	Damage	0
		Defense	5	Resistance	5
		Hits	10	Moves	24
		Cost	30	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Fire Crossbow
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Cavalry	Attack	9	Damage	7
		Defense	8	Resistance	5
		Hits	15	Moves	40
		Cost	70	Level	2
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Charge, Strike, Mounted
		Abilities Added at Silver		Abilities Added at Gold	

	Swashbuckler	Attack	8	Damage	5
		Defense	7	Resistance	5
		Hits	12	Moves	24
		Cost	90	Level	2
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Strike, Fire Pistol, Swimming, Taunt
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Knight	Attack	14	Damage	9
		Defense	11	Resistance	8
		Hits	20	Moves	36
		Cost	150	Level	3
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Charge, Strike, Willpower, Mounted, Dragon Slaying
		Abilities Added at Silver		Abilities Added at Gold	Holy Champion
	Herbalist	Attack	10	Damage	6
		Defense	9	Resistance	14
		Hits	15	Moves	24
		Cost	110	Level	3
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Female
		Requires	Champions Guild	Abilities	Walking, Strike, Poison Protection, Poison Strike, Poison Darts, Concealment, Forestry, Marksmanship I, Healing I
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III

	Chaplain	Attack	9	Damage	7
		Defense	9	Resistance	12
		Hits	15	Moves	28
		Cost	100	Level	3
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Chapter House	Abilities	Walking, True Seeing, Strike, Willpower, Turn Undead, Dispel Magic, Bard's Skills, Leadership I
		Abilities Added at Silver	Leadership II	Abilities Added at Gold	Leadership III
	Air Galley	Attack	0	Damage	0
		Defense	10	Resistance	10
		Hits	30	Moves	40
		Cost	280	Level	4
		Alignment	None	Size	Extra Large
		Unit Type	Siege Machine	Gender	It
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Shoot Javelin, Transport VII, Flying, Marksmanship I, Vision II, Fire Weakness, Poison Immunity, Ram
		Abilities Added at Silver	Marksmanship II, Vision III	Abilities Added at Gold	Marksmanship III, Vision IV



Draconians

When the Human race rose to power, the race of dragons, especially the young dragons, suffered a terrible price. Among the Humans, dragons were more valuable dead than alive. Hunted for glory, sport, money, and to mix their foul smelling potions. With no regard to the intelligent creatures that the dragons might become in time, the humans devastated the dragon kin.




The dragons turned to Wizards of Evermore, who used powerful magic to create a new breed of followers. They sacrificed their remaining young for the power to keep the humans at bay. The dragons unleashed the powers in their eggs, vowing that once they achieved supremacy they would reform themselves into ancient dragonkind again. Because of their magical origin, Draconians are insightful in regards to research and the skills surrounding wizardry.




Draconians share many of the same faults as humanity. With savage ambition they plot for power in the world. For this reason, Humans and Draconians often, in a strange twist of fate, join together in alliance. Draconians favor the lands of their dragon kin, including the lava beds and wastelands of ash that birthed their parents.




Most Draconians employ only crude tools, preferring to use their natural powers. They do build siege weapons and buildings, but in the fashion of dragons. When they gather together a sufficient population they may even flatter dragons to join their nation.

Priest Unit	Monk	Available Siege Machines	Pioneer Ballista Catapult Repeater Ballista Galley Transport Ship
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	Hatchling	Attack	4	Damage	4
		Defense	5	Resistance	5
		Hits	10	Moves	28
		Cost	25	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Creature	Gender	Male
		Requires	None	Abilities	Walking, Strike, Poison Strike, Venomous Spit, Cold Weakness, Shadow Walker, Draconian Growth, Physical Protection
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Charger	Attack	7	Damage	5
		Defense	7	Resistance	5
		Hits	12	Moves	28
		Cost	35	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Charge, Strike, Cold Weakness, Shadow Walker, Polearm
		Abilities Added at Silver		Abilities Added at Gold	First Strike
	Flamer	Attack	5	Damage	5
		Defense	6	Resistance	5
		Hits	10	Moves	24
		Cost	40	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Strike, Fire Strike, Cold Weakness, Shadow Walker, Fire Breath (3/3), Fire Immunity
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II,

	Crusher	Attack	10	Damage	8
		Defense	7	Resistance	6
		Hits	20	Moves	24
		Cost	80	Level	2
		Alignment	Neutral	Size	Extra Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Strike, Wall Crushing, Cold Weakness, Shadow Walker
		Abilities Added at Silver	Fire Protection	Abilities Added at Gold	Fire Immunity
	Slither	Attack	9	Damage	6
		Defense	7	Resistance	5
		Hits	14	Moves	28
		Cost	60	Level	2
		Alignment	Neutral	Size	Large
		Unit Type	Creature	Gender	Male
		Requires	War Hall	Abilities	Walking, Poison Strike, Strike, Concealment, Poison Immunity, Wall Climbing, Venomous Spit, Cold Weakness, Shadow Walker
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Elder	Attack	10	Damage	6
		Defense	8	Resistance	14
		Hits	20	Moves	28
		Cost	90	Level	3
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Magic Strike, Strike, Magic Bolts, Magic Protection, True Seeing, Bard's Skills, Cold Weakness, Shadow Walker
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II, Willpower

	Flyer	Attack	13	Damage	8
		Defense	9	Resistance	9
		Hits	15	Moves	40
		Cost	160	Level	3
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Flying, Strike, Vision II, Cold Weakness, Shadow Walker
		Abilities Added at Silver		Abilities Added at Gold	
	Hydra	Attack	10	Damage	8
		Defense	10	Resistance	12
		Hits	24	Moves	24
		Cost	180	Level	3
		Alignment	Neutral	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	Hydra's Pool	Abilities	Walking, Strike, Poison Immunity, Double Strike, Dragon, Regeneration, Spread Attack, Swimming, Shadow Walker
		Abilities Added at Silver		Abilities Added at Gold	Willpower
	Red Dragon	Attack	16	Damage	10
		Defense	12	Resistance	14
		Hits	25	Moves	40
		Cost	300	Level	4
		Alignment	Neutral	Size	Extra Large
		Unit Type	Creature	Gender	Male
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Flying, Cause Fear, Magic Strike, Vision II, Strike, Fire Immunity, Dragon, Willpower, Cold Weakness, Shadow Walker, Fire Breath [3/3]
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II

Frostlings





There's a saying in the northern borderlands that goes, "Trust a Frostling, die of hunger." There's no such thing as an evil Frostling, but because of their circumstances they are driven to dire actions. So it is the fate of the Frostlings to remain on the brink of starvation, surrounded by frozen lands and jewels of desolate ice. Despite their limited means, they have remarkable resourcefulness and a natural ability to draw in elemental magic.




Many of their followers have learned to cross the toughest terrain effortlessly, thus enabling them to raid the domains of their rival races and then retreat into the less hospitable lands for safety. They have learned to handle some of the creatures of the tundra and have formidable powers to bring their icy lands into fertility.



Frostlings appear similar to Goblins in form, but they do not possess a goblin's twisted mind. In times of peace and abundance, the Frostlings have forged legendary structures, and adorn their world with glittering diamonds made of ice. A thousand legends surround the enigmatic Frost Queen who often takes shelter among Frostling cities, while the lights of the northern sky blink, crackle and bend to protect the Frostlings from malicious forces desiring to steal their secrets.

Priest Unit	Monk	Available Siege Machines	Pioneer Ballista Catapult Frost Cannon Galley Transport Ship



	Attack	5	Damage	5
	Defense	4	Resistance	6
	Hits	8	Moves	20
	Cost	15	Level	1
	Alignment	Neutral	Size	Small
	Unit Type	Humanoid	Gender	Male
	Requires	None	Abilities	Walking, Cold Protection, Strike, Fire Weakness, Frost Bolts, Snow Concealment
	Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Attack	7	Damage	5
	Defense	7	Resistance	6
	Hits	12	Moves	20
	Cost	25	Level	1
	Alignment	Neutral	Size	Small
	Unit Type	Humanoid	Gender	Male
	Requires	Barracks	Abilities	Walking, Cold Protection, Strike, Block, Fire Weakness, Snow Concealment
	Abilities Added at Silver		Abilities Added at Gold	
	Attack	0	Damage	0
	Defense	4	Resistance	6
	Hits	10	Moves	20
	Cost	30	Level	1
	Alignment	Neutral	Size	Small
	Unit Type	Humanoid	Gender	Male
	Requires	Barracks	Abilities	Walking, Cold Protection, Archery, Fire Weakness, Marksmanship I, Snow Concealment
	Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III
	Attack	9	Damage	7
	Defense	8	Resistance	6
	Hits	15	Moves	32
	Cost	55	Level	2
	Alignment	Neutral	Size	Medium
	Unit Type	Humanoid	Gender	Male
	Requires	War Hall	Abilities	Walking, Cold Protection, Strike, Charge, Fire Weakness, Mounted, Forestry
	Abilities Added at Silver		Abilities Added at Gold	

	Frost Witch	Attack	8	Damage	6
		Defense	6	Resistance	10
		Hits	14	Moves	28
		Cost	90	Level	2
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Female
		Requires	War Hall	Abilities	Walking, Snow Concealment, Frost Bolts, Swimming, Fire Weakness, Strike, Cold Strike, Cold Immunity, Path of Frost, True Seeing
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Icedrake Rider	Attack	10	Damage	7
		Defense	8	Resistance	10
		Hits	15	Moves	40
		Cost	100	Level	3
		Alignment	Neutral	Size	Extra Large
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Cold Protection, Strike, Flying, Mounted, Vision I
		Abilities Added at Silver	Vision II	Abilities Added at Gold	Vision III
	Mammoth Rider	Attack	13	Damage	12
		Defense	11	Resistance	9
		Hits	26	Moves	30
		Cost	180	Level	3
		Alignment	Neutral	Size	Extra Large
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Cold Immunity, Strike, Wall Crushing, Charge, Mounted
		Abilities Added at Silver		Abilities Added at Gold	Cause Fear

	Yeti	Attack	10	Damage	9
		Defense	10	Resistance	9
		Hits	18	Moves	30
		Cost	140	Level	3
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Midwinter Hut	Abilities	Walking, Strike, Wall Crushing, Cold Strike, Cold Immunity, Mountaineering, Regeneration
		Abilities Added at Silver		Abilities Added at Gold	
	Doom Wolf	Attack	15	Damage	12
		Defense	12	Resistance	12
		Hits	25	Moves	50
		Cost	280	Level	4
		Alignment	Neutral	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Cold Immunity, Cold Strike, Strike, Path of Frost, Walking, Animal, Willpower, Cold Breath (3/3)
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II







Tigrans





The newest race on the Blessed Continent, these savage hunters employ the powers of the great cats to stalk their foes. They are quick and secretive, enjoying a rich lifestyle. They spend much of their time in pursuit of spiritual mysteries. They have unlocked many, and are guided by mysterious beings with the power to bend the wills of men. Tigrans reflect the image of their creator, the fire god Yaka. The most powerful followers of Yaka fuse with the element of flame and can conjure bolts of fire upon command.


Their homes are great structures of sandstone, which blend into the desert sands. Most Tigrans appear as beasts, but their appearance is deceptive. They are experts as spies, and relish the enemy that underestimates their capability. They have a hunger to rule over other races, and when placed in positions of power, they expect to be pampered and spoiled as any cat.

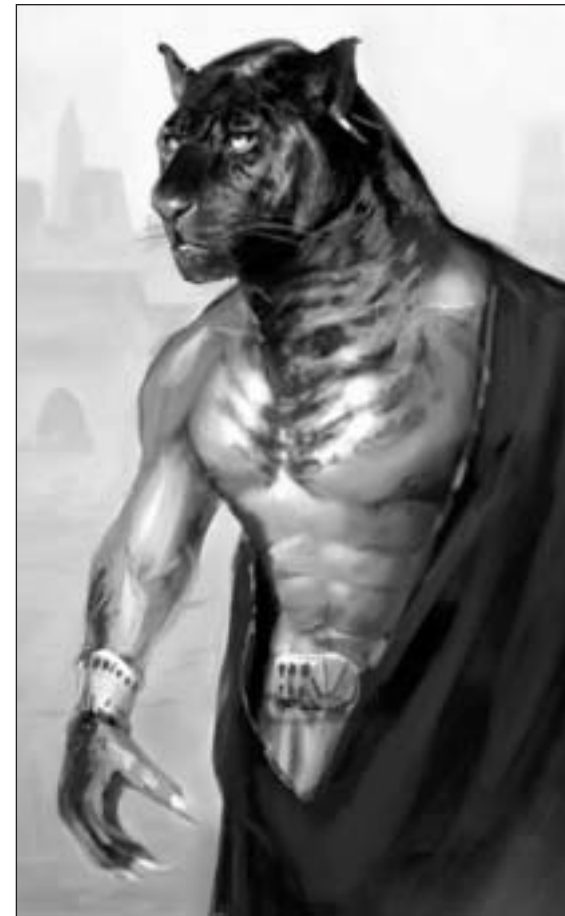
Priest Unit	Monk	Available Siege Machines	Pioneer Ballista Catapult Flame Cannon Galley Transport Ship
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	Shredder	Attack	6	Damage	5
		Defense	5	Resistance	5
		Hits	12	Moves	24
		Cost	30	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Strike, Night Vision, Throw Blade
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Hunter	Attack	8	Damage	5
		Defense	6	Resistance	5
		Hits	12	Moves	36
		Cost	30	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Strike, Night Vision, Forestry
		Abilities Added at Silver		Abilities Added at Gold	
	Fire Cat	Attack	5	Damage	0
		Defense	5	Resistance	5
		Hits	12	Moves	24
		Cost	30	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Night Vision, Fire Bolts, Fire Protection
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II, Fire Immunity
	Cat Master	Attack	9	Damage	7
		Defense	7	Resistance	6
		Hits	16	Moves	32
		Cost	90	Level	2
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Strike, Night Vision, Archery, Mounted, Marksmanship I, Forestry
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III

	Prowler	Attack	9	Damage	7
		Defense	7	Resistance	8
		Hits	14	Moves	36
		Cost	70	Level	2
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Concealment, Wall Climbing, Strike, Night Vision, Forestry
		Abilities Added at Silver		Abilities Added at Gold	Charge
	Mystic	Attack	9	Damage	6
		Defense	9	Resistance	14
		Hits	16	Moves	28
		Cost	100	Level	3
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Female
		Requires	Champions Guild	Abilities	Walking, Magic Strike, Strike, Night Vision, Phase, Blurred, Magic Bolts, True Seeing, Steal Enchantment
		Abilities Added at Silver	Marksmanship I, Magic Protection, Double Strike	Abilities Added at Gold	Marksmanship II, Magic Immunity
	Manticore	Attack	11	Damage	8
		Defense	9	Resistance	9
		Hits	16	Moves	40
		Cost	160	Level	3
		Alignment	Neutral	Size	Large
		Unit Type	Creature	Gender	Male
		Requires	Champions Guild	Abilities	Night Vision, Strike, Flying, Vision II, Poison Strike, Poison Immunity
		Abilities Added at Silver	Poison Protection	Abilities Added at Gold	
	Beholder	Attack	9	Damage	4
		Defense	8	Resistance	20
		Hits	14	Moves	28
		Cost	150	Level	3
		Alignment	Neutral	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	Mirage	Abilities	Strike, Floating, Night Vision, True Seeing, Magic Immunity, Doom Gaze, Dispel Magic
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II

	Sphinx	Attack	15	Damage	10
		Defense	12	Resistance	16
		Hits	26	Moves	32
		Cost	300	Level	4
		Alignment	Neutral	Size	Extra Large
		Unit Type	Creature	Gender	Female
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Walking, Strike, Mountaineering, Night Vision, Magic Strike, Fire Immunity, Willpower, Dominate
		Abilities Added at Silver		Abilities Added at Gold	Drain Will



Nomads





Forsaken by their god Yaka, and driven from a realm of riches and power, the Nomads dream of conquest while drifting like the blowing sands of their forlorn desert home. These people are a mix of the once great Azrac Empire and their human conquerors, who fled brutal conflicts of their own.





Their culture is rich with stories of strong family tribes, fortunate wanderers, revenge, and slavery. Perhaps it is because they have no set boundaries and claim no fixed kingdoms that they have embraced the decadent practice of enslaving outsiders. Every Nomad family has a tent of differing size, which determines their status in society.



They are quick and able on horseback or camel, and despite the size of their dwellings, they lash their canvas and wooden structures to the backs of their slaves, camels, and their greatest beast of burden, the elephant, rendering the whole city mobile.

Priest Unit	Monk	Available Siege Machines	Pioneer Ballista Catapult Balloon Galley Transport Ship
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	Caravan	Attack	0	Damage	0
		Defense	5	Resistance	5
		Hits	14	Moves	32
		Cost	50	Level	2
		Alignment	None	Size	Extra Large
		Unit Type	Siege Machine	Gender	It
		Requires	Outpost, Village, Town, or City	Abilities	Walking, Poison Immunity, Fire Weakness
	Spearman	Abilities Added at Silver		Abilities Added at Gold	
		Attack	5	Damage	4
		Defense	4	Resistance	5
		Hits	10	Moves	28
		Cost	20	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Strike, First Strike, Throw Spear
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Barbarian	Attack	9	Damage	7
		Defense	6	Resistance	7
		Hits	13	Moves	28
		Cost	30	Level	1
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Round Attack, Strike
		Abilities Added at Silver		Abilities Added at Gold	Willpower, Wall Climbing
	Horse Archer	Attack	0	Damage	0
		Defense	6	Resistance	6
		Hits	14	Moves	36
		Cost	50	Level	1
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Mounted, Archery, Marksmanship I
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III

	Djinn	Attack	8	Damage	10
		Defense	7	Resistance	9
		Hits	14	Moves	30
		Cost	100	Level	2
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Strike, Floating, Lightning Strike, Lightning Immunity, Poison Immunity, Whirlwind (3/3)
		Abilities Added at Silver	Vision II	Abilities Added at Gold	Flying, Vision III
	Elephant Rider	Attack	8	Damage	11
		Defense	8	Resistance	6
		Hits	24	Moves	30
		Cost	80	Level	2
		Alignment	Neutral	Size	Extra Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Strike, Wall Crushing, Mounted, Charge
		Abilities Added at Silver		Abilities Added at Gold	
	Slaver	Attack	10	Damage	6
		Defense	10	Resistance	9
		Hits	14	Moves	36
		Cost	130	Level	3
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Strike, Mounted, Trap (3/3)
		Abilities Added at Silver		Abilities Added at Gold	
	Chieftain	Attack	14	Damage	8
		Defense	10	Resistance	12
		Hits	20	Moves	36
		Cost	140	Level	3
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Charge, Strike, Mounted, Magical Mount, Walking, Magic Strike, Bard's Skills, Leadership I, Willpower
		Abilities Added at Silver	Leadership II	Abilities Added at Gold	Leadership III

	Pit Guard	Attack	14	Damage	10
		Defense	10	Resistance	10
		Hits	20	Moves	30
		Cost	120	Level	3
		Alignment	Neutral	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Slave Pit	Abilities	Walking, Strike, Willpower, Strangle, Cause Fear
		Abilities Added at Silver		Abilities Added at Gold	
	Roc	Attack	16	Damage	10
		Defense	11	Resistance	12
		Hits	26	Moves	40
		Cost	300	Level	4
		Alignment	Neutral	Size	Extra Large
		Unit Type	Creature	Gender	Male
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Flying, Magic Strike, Vision II, Strike, Grasp (3/3), Willpower
		Abilities Added at Silver	Vision III	Abilities Added at Gold	Vision IV



Undead





Hungry, devoid of passion, save the endless hunger to return all matter to dust, the Undead creep in the shadows of every ruined place. They haunt the graves of beings whose lives passed too quickly. They feed upon fear and breathe nightmares. They speak to men through lustful beings of pure flesh, which drain the lifeblood of the living to sustain their powers. They have no children save the dead.




Death knows many secrets, which is part of its appeal to Necromancers. Undead whisper their secrets, empowering their leaders with the ability to learn more, for the price of death's allegiance.



They have no homes, save heaps upon the earth. Their structures are the ruins and great mounds formed literally from the bodies of their conquered. As they gather the tattered flesh and carnage, they swell with power, until the very forces of death walk the earth, withering all in their path.

Priest Unit	Black Priest	Available Siege Machines	Pioneer Ballista Catapult Cannon Galley Transport Ship



	Zombie	Attack	4	Damage	4
		Defense	4	Resistance	4
		Hits	10	Moves	20
		Cost	15	Level	1
		Alignment	Pure Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Strike, Undead, Death Strike, Cave Crawling, Resurgence
		Abilities Added at Silver		Abilities Added at Gold	
	Swordsman	Attack	6	Damage	5
		Defense	5	Resistance	5
		Hits	10	Moves	24
		Cost	20	Level	1
		Alignment	Pure Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Strike, Undead, Block
		Abilities Added at Silver		Abilities Added at Gold	
	Archer	Attack	0	Damage	0
		Defense	4	Resistance	5
		Hits	10	Moves	24
		Cost	25	Level	1
		Alignment	Pure Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Archery, Undead
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Death Knight	Attack	9	Damage	6
		Defense	7	Resistance	6
		Hits	16	Moves	40
		Cost	70	Level	2
		Alignment	Pure Evil	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Charge, Strike, Death Strike, Undead, Magical Mount
		Abilities Added at Silver		Abilities Added at Gold	Unholy Champion

	Vampire	Attack	9	Damage	5
		Defense	6	Resistance	10
		Hits	14	Moves	28
		Cost	90	Level	2
		Alignment	Pure Evil	Size	Medium
		Unit Type	Humanoid	Gender	Female
		Requires	War Hall	Abilities	Walking, Strike, Concealment, Death Strike, Undead, Fire Weakness, Wall Climbing, Holy Weakness, Life Stealing, Seduce
		Abilities Added at Silver	Regeneration	Abilities Added at Gold	Drain Will
	Spectre	Attack	12	Damage	8
		Defense	13	Resistance	10
		Hits	16	Moves	32
		Cost	140	Level	3
		Alignment	Pure Evil	Size	Medium
		Unit Type	Humanoid	Gender	Female
		Requires	Champions Guild	Abilities	Undead, Strike, Pass Wall, Death Strike, Cold Immunity, Energy Drain, Floating, Physical Protection, Shadow Walker, Holy Weakness
		Abilities Added at Silver		Abilities Added at Gold	
	Bone Horror	Attack	13	Damage	11
		Defense	9	Resistance	10
		Hits	30	Moves	28
		Cost	180	Level	3
		Alignment	Pure Evil	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	Champions Guild	Abilities	Walking, Cause Fear, Strike, Death Strike, Undead, Wall Crushing, Regeneration
		Abilities Added at Silver		Abilities Added at Gold	

	Necromancer	Attack	9	Damage	5
		Defense	6	Resistance	12
		Hits	14	Moves	28
		Cost	130	Level	3
		Alignment	Pure Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Hall of the Doomed	Abilities	Walking, Strike, Death Strike, Undead, Fire Weakness, Holy Weakness, Black Bolts, Animate Corpse, Life Stealing
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Dread Reaper	Attack	13	Damage	13
		Defense	13	Resistance	13
		Hits	26	Moves	32
		Cost	290	Level	4
		Alignment	Pure Evil	Size	Extra Large
		Unit Type	Creature	Gender	Male
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Walking, Cause Fear, Strike, Death Strike, Magic Strike, Path of Decay, Life Stealing, Undead, True Seeing, Energy Drain, Floating, Physical Protection, Shadow Walker
		Abilities Added at Silver	Magic Protection	Abilities Added at Gold	Unholy Champion



Goblins





"Goblins squirmed forth from the bowels of the earth, far before they were supposed to," says a myth. Goblins are filthy sadistic creatures, which delight in destruction and chaos. They bubble from the earth as a filthy mass. They desire to reclaim all dark caves from any other living thing. Goblins have mastered many subterranean creatures, including a massive beetle, which speeds through the rough-hewn caverns.





Goblins are experts in the craft of poisons. They have a characteristic shriek that sounds like a high-pitched laugh, which they use to signal to other goblins in their caves. They are short and skinny, hunched over with lengthy arms that dangle near to the ground. Their skins are typically faded orange and brown, matching the earth. They have considerable eyesight underground, and are seldom taken by surprise.



Older Goblins are sent to the afterlife by means of a large bomb strapped to their backs. Often, in their haste to get to the "Land of Echoing Screams," the goblin paradise, they may "accidentally" take a few of their younger kinsfolk with them. Life is cheap among the Goblins.

Priest Unit	Black Priest	Available Siege Machines	Pioneer Ballista Catapult Balloon Galley Transport Ship
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	Grunt	Attack	5	Damage	4
		Defense	4	Resistance	6
		Hits	8	Moves	20
		Cost	15	Level	1
		Alignment	Evil	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Strike, First Strike, Poison Immunity, Cave Crawling, Night Vision, Poison Strike, Polearm
		Abilities Added at Silver	Underground Concealment	Abilities Added at Gold	
	Swordsman	Attack	7	Damage	5
		Defense	6	Resistance	6
		Hits	10	Moves	20
		Cost	20	Level	1
		Alignment	Evil	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Strike, Poison Immunity, Block, Cave Crawling, Night Vision, Poison Strike
		Abilities Added at Silver	Underground Concealment	Abilities Added at Gold	
	Darter	Attack	0	Damage	0
		Defense	5	Resistance	6
		Hits	8	Moves	20
		Cost	25	Level	1
		Alignment	Evil	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Poison Darts, Poison Immunity, Cave Crawling, Night Vision, Marksmanship I
		Abilities Added at Silver	Marksmanship II, Underground Concealment	Abilities Added at Gold	Marksmanship III
	Wolf Rider	Attack	9	Damage	6
		Defense	7	Resistance	7
		Hits	14	Moves	32
		Cost	50	Level	2
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Charge, Strike, Cave Crawling, Night Vision, Mounted, Poison Immunity, Forestry
		Abilities Added at Silver		Abilities Added at Gold	First Strike

	Butcher	Attack	12	Damage	8
		Defense	8	Resistance	6
		Hits	16	Moves	24
		Cost	70	Level	2
		Alignment	Evil	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Strike, Walking, Round Attack, Life Stealing, Poison Immunity, Cave Crawling, First Strike, Night Vision, Polearm
		Abilities Added at Silver		Abilities Added at Gold	
	Big Beetle	Attack	12	Damage	9
		Defense	11	Resistance	9
		Hits	18	Moves	36
		Cost	120	Level	3
		Alignment	Evil	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Poison Immunity, Strike, Walking, Tunneling, Wall Crushing, Cave Crawling, Night Vision, Poison Strike, Mounted
		Abilities Added at Silver		Abilities Added at Gold	Magical Mount
	Wyvern Rider	Attack	10	Damage	6
		Defense	8	Resistance	8
		Hits	15	Moves	40
		Cost	100	Level	3
		Alignment	Evil	Size	Extra Large
		Unit Type	Creature	Gender	Male
		Requires	Champions Guild	Abilities	Poison Immunity, Strike, Vision II, Flying, Charge, Night Vision, Mounted, Poison Strike
		Abilities Added at Silver	Vision III	Abilities Added at Gold	Vision IV
	Bomber	Attack	0	Damage	0
		Defense	5	Resistance	6
		Hits	12	Moves	32
		Cost	30	Level	1
		Alignment	Evil	Size	Small
		Unit Type	Humanoid	Gender	Male
		Requires	Masters Guild	Abilities	Walking, Poison Immunity, Cave Crawling, Night Vision, Self Destruct, Taunt
		Abilities Added at Silver	Underground Concealment	Abilities Added at Gold	

	Troll	Attack	12	Damage	9
		Defense	10	Resistance	12
		Hits	20	Moves	32
		Cost	130	Level	3
		Alignment	Evil	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	Filth Hole	Abilities	Regeneration, Walking, Strike, Night Vision, Cave Crawling, Forestry, Poison Immunity, Hurl Boulder
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Kharagh	Attack	16	Damage	14
		Defense	11	Resistance	12
		Hits	30	Moves	40
		Cost	280	Level	4
		Alignment	Evil	Size	Extra Large
		Unit Type	Creature	Gender	Male
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Charge, Night Vision, Poison Immunity, Strike, Walking, Cave Crawling, First Strike, Willpower, Wall Crushing
		Abilities Added at Silver		Abilities Added at Gold	Cause Fear







Dark Elves




Formed from the belly of irreconcilable grief, the Dark Elves are the embodiment of the living dead among the Elves. They know death of spirit, but their frames keep them immortal, nonetheless. They are angry and bitter creatures, apt to great fits of cruelty and torture. They joy in revenge only, and imagine up vain excuses so they might seek imagined retribution. They live in the darkness of the earth, and adorn themselves in inky black clothing. Their skin is a pale greenish-gray, but otherwise Dark Elves are as beautiful as the surface elves. Also like the elves they channel the powers of magic, but for the purpose of twisting life and its meaning.



Dark Elves employ dark powers to twist their less obedient members into mindless slaves. They merge those who are rebellious with spiders and then worship their abominable creations as demigods. Dark Elves desire nothing more than complete world domination, at which point they would even turn upon, and destroy, themselves.

Priest Unit	Black Priest	Available Siege Machines	Pioneer Ballista Catapult Repeater Ballista Galley Transport Ship
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	Night Guard	Attack	5	Damage	5
		Defense	4	Resistance	8
		Hits	10	Moves	24
		Cost	25	Level	1
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Night Vision, Strike, Poison Protection, Magic Strike, First Strike, Cave Crawling, Polearm
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity
	Warrior	Attack	7	Damage	5
		Defense	6	Resistance	8
		Hits	12	Moves	28
		Cost	35	Level	1
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Night Vision, Strike, Block, Poison Protection, Magic Strike, Cave Crawling
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity
	Archer	Attack	0	Damage	0
		Defense	4	Resistance	8
		Hits	10	Moves	24
		Cost	40	Level	1
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Night Vision, Marksmanship I, Archery, Poison Protection, Cave Crawling
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III, Poison Immunity
	Executioner	Attack	9	Damage	7
		Defense	7	Resistance	8
		Hits	16	Moves	40
		Cost	90	Level	2
		Alignment	Evil	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Night Vision, Charge, Strike, Poison Protection, Life Stealing, Magic Strike, Mounted
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity

	Bladedancer	Attack	9	Damage	7
		Defense	7	Resistance	8
		Hits	18	Moves	28
		Cost	100	Level	2
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Female
		Requires	War Hall	Abilities	Walking, Night Vision, Concealment, Poison Strike, Strike, Double Strike, Cave Crawling, Poison Protection, Forestry
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity
	Shade	Attack	12	Damage	6
		Defense	9	Resistance	10
		Hits	16	Moves	32
		Cost	140	Level	3
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Night Vision, Trail of Darkness, Life Stealing, Strike, Poison Protection, Concealment, Physical Protection, Pass Wall, Magic Strike, Shadow Walker, Death Strike, Cave Crawling
		Abilities Added at Silver	Poison Immunity, Death Protection	Abilities Added at Gold	Unholy Champion, Death Immunity
	Spider Queen	Attack	13	Damage	7
		Defense	10	Resistance	15
		Hits	20	Moves	36
		Cost	170	Level	3
		Alignment	Evil	Size	Large
		Unit Type	Humanoid	Gender	Female
		Requires	Champions Guild	Abilities	Night Vision, Magic Strike, Strike, Wall Climbing, Cave Crawling, Walking, Poison Immunity, Poison Strike, Death Protection, Web
		Abilities Added at Silver	Leadership I	Abilities Added at Gold	Leadership II

	Succubus	Attack	12	Damage	8
		Defense	12	Resistance	12
		Hits	13	Moves	32
		Cost	120	Level	3
		Alignment	Evil	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	Tower Relay	Abilities	Flying, Strike, Seduce, Life Stealing, Poison Protection, True Seeing
		Abilities Added at Silver		Abilities Added at Gold	Poison Immunity
	Incarnate	Attack	5	Damage	2
		Defense	12	Resistance	15
		Hits	20	Moves	32
		Cost	280	Level	4
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Night Vision, Poison Immunity, Magic Strike, Strike, Floating, Cold Immunity, Death Immunity, Fire Immunity, Lightning Immunity, Pass Wall, Possess, Willpower, Physical Protection, Drain Will, Shadow Walker
		Abilities Added at Silver		Abilities Added at Gold	Unholy Champion





Orcs




Orcs are creatures of destruction. They live to break things down, so it is with great difficulty that a master of Orcs must gather the tribes together and form a city. Orcs hate things of beauty, unless that thing is also cruel. When bored, and they bore easily, Orcs will just as readily destroy one another as any other particular race. As a side effect, however, they are quite energetic workers when organized by powerful leaders, and they are accustomed to working under the duress of harsh taskmasters.



Orcs are tough as fighters. Their Warlords are nigh invincible and have been rumored to slay whole armies with the twist of their gigantic two-handed swords. Orc Abominations, on the other hand, are deadly in all the ways a regular Orc might consider dishonorable. And, even though Orcs care little for magic, preferring instead to trust in the power of their cruelty and strength, an Orc Shaman can provide great backup to any Orc Army, capable of enslaving even the woodland creatures.

Priest Unit	Black Priest	Available Siege Machines	Pioneer Ballista Catapult Cannon Galley Transport Ship
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	Impaler	Attack	5	Damage	5
		Defense	5	Resistance	4
		Hits	10	Moves	28
		Cost	20	Level	1
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	None	Abilities	Walking, Strike, Night Vision, First Strike, Polearm
		Abilities Added at Silver		Abilities Added at Gold	
	Axeman	Attack	7	Damage	5
		Defense	8	Resistance	4
		Hits	12	Moves	28
		Cost	30	Level	1
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Strike, Block, Night Vision
		Abilities Added at Silver		Abilities Added at Gold	
	Archer	Attack	0	Damage	0
		Defense	5	Resistance	4
		Hits	10	Moves	28
		Cost	25	Level	1
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Barracks	Abilities	Walking, Archery, Night Vision
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Heavy Cavalry	Attack	9	Damage	7
		Defense	9	Resistance	5
		Hits	17	Moves	36
		Cost	75	Level	2
		Alignment	Evil	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Charge, Strike, Night Vision, Mounted
		Abilities Added at Silver		Abilities Added at Gold	

	Abomination	Attack	7	Damage	5
		Defense	7	Resistance	8
		Hits	14	Moves	28
		Cost	80	Level	2
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	War Hall	Abilities	Walking, Concealment, Poison Protection, Poison Strike, Swimming, Strike, Night Vision, Entangle, Venomous Spit, Cave Crawling
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II, Poison Immunity
	Shaman	Attack	14	Damage	8
		Defense	9	Resistance	10
		Hits	15	Moves	28
		Cost	120	Level	3
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Wall Climbing, Concealment, Poison Strike, Strike, Control Animal, Energy Drain, Black Bolts, Forestry
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Warlord	Attack	16	Damage	12
		Defense	13	Resistance	8
		Hits	22	Moves	24
		Cost	200	Level	3
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Champions Guild	Abilities	Walking, Round Attack, Strike, Night Vision
		Abilities Added at Silver	Leadership I	Abilities Added at Gold	Leadership II

	Doom Bats	Attack	10	Damage	4
		Defense	15	Resistance	6
		Hits	8	Moves	32
		Cost	120	Level	3
		Alignment	Evil	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	Blood Totem	Abilities	Flying, Strike, Death Immunity, Poison Immunity, Double Strike, Life Stealing, Poison Strike
		Abilities Added at Silver		Abilities Added at Gold	Cause Fear
	Glutton	Attack	17	Damage	13
		Defense	8	Resistance	12
		Hits	30	Moves	28
		Cost	280	Level	4
		Alignment	Evil	Size	Extra Large
		Unit Type	Creature	Gender	Male
		Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Strike, Cave Crawling, Night Vision, Poison Immunity, Swimming, Walking, Death Protection, Swallow Whole, Willpower
		Abilities Added at Silver	Leadership I	Abilities Added at Gold	Leadership II




Shadow Demons




Shadow Demons are a mass of creatures that appeared upon the Blessed Continent shortly after Merlin claimed the Wizard's Throne, and rescued Queen Julia of the Elves from the rebellious wizards who sought to unleash a different evil upon the world. As Merlin worked to stabilize the lands, the Shadow Demons began appearing in the nightmares of the innocent.




Rumors spread of shadowy creatures able to steal a man's soul and convert it into a squirming fetid insect linked to a common hive mind. Wizards have attempted to make deals with the Shadow Demons, to use them for their own gain, but all cases have ended in disaster. Even Merlin, who sought to defeat the Shadow Demons, was instead trapped in the realm of Shadows. Now they spread across the land unchecked, hungrily consuming the fear of those that inhabit the land.


Priest Unit	Black Priest	Available Siege Machines	Ballista Catapult Flame Cannon Galley Transport Ship
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Pioneer	Attack	0	Damage	0
	Defense	5	Resistance	5
	Hits	14	Moves	28
	Cost	150	Level	2
	Alignment	None	Size	Extra Large
	Unit Type	Siege Machine	Gender	It
	Requires	Builders Hall	Abilities	Walking, Build Outpost, Rebuild Structure, Build Roads, Poison Immunity, Fire Weakness, Shadow Walker
	Abilities Added at Silver		Abilities Added at Gold	
Larva	Attack	5	Damage	5
	Defense	5	Resistance	6
	Hits	10	Moves	28
	Cost	20	Level	1
	Alignment	Evil	Size	Small
	Unit Type	Creature	Gender	It
	Requires	None	Abilities	Shadow Walker, Walking, Metamorphosis, Strike, Lightning Weakness, Night Vision, Death Protection, Poison Strike, Venomous Spit, Poison Immunity, Cave Crawling
	Abilities Added at Silver	Death Immunity, Marksmanship I	Abilities Added at Gold	Marksmanship II
Spawn	Attack	6	Damage	5
	Defense	8	Resistance	8
	Hits	12	Moves	28
	Cost	30	Level	1
	Alignment	Evil	Size	Medium
	Unit Type	Humanoid	Gender	It
	Requires	Barracks	Abilities	Walking, Strike, Shadow Walker, Lightning Weakness, Night Vision, Death Protection, Magic Strike
	Abilities Added at Silver	Death Immunity	Abilities Added at Gold	

	Bombard	Attack	0	Damage	0
		Defense	8	Resistance	8
		Hits	12	Moves	28
		Cost	50	Level	1
		Alignment	Evil	Size	Large
		Unit Type	Creature	Gender	It
		Requires	Barracks	Abilities	Walking, Shadow Walker, Bombard, Lightning Weakness, Night Vision, Death Immunity
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Stag Mount	Attack	9	Damage	8
		Defense	8	Resistance	8
		Hits	16	Moves	36
		Cost	70	Level	2
		Alignment	Evil	Size	Large
		Unit Type	Creature	Gender	It
		Requires	War Hall	Abilities	Walking, Strike, Shadow Walker, Charge, Mounted, Lightning Weakness, Night Vision, Death Protection, Magic Strike
		Abilities Added at Silver	Death Immunity	Abilities Added at Gold	
	Skimmer	Attack	10	Damage	7
		Defense	8	Resistance	9
		Hits	14	Moves	40
		Cost	120	Level	2
		Alignment	Evil	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	War Hall	Abilities	Strike, Shadow Walker, Flying, Lightning Weakness, Night Vision, Death Protection, Vision II, Magic Strike
		Abilities Added at Silver	Death Immunity, Vision III	Abilities Added at Gold	Vision IV




	Brain	Attack	10	Damage	6
		Defense	10	Resistance	18
		Hits	20	Moves	28
		Cost	200	Level	3
		Alignment	Evil	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	Champions Guild	Abilities	Strike, Shadow Walker, Floating, Lightning Weakness, Night Vision, Death Protection, Magic Strike, Magic Relay, Leadership II, Steal Enchantment
		Abilities Added at Silver		Abilities Added at Gold	Leadership III
	Harvester	Attack	12	Damage	10
		Defense	10	Resistance	10
		Hits	26	Moves	28
		Cost	180	Level	3
		Alignment	Evil	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	Champions Guild	Abilities	Strike, Night Vision, Walking, Devour, Shadow Walker, Lightning Weakness, Death Protection, Magic Strike, Cave Crawling
		Abilities Added at Silver	Death Immunity	Abilities Added at Gold	
	Spirit	Attack	12	Damage	8
		Defense	10	Resistance	10
		Hits	14	Moves	36
		Cost	120	Level	3
		Alignment	Evil	Size	Medium
		Unit Type	Creature	Gender	Male
		Requires	Hall of Darkness	Abilities	Walking, Strike, Shadow Walker, Night Vision, Death Protection, Magic Strike, Physical Protection, Floating, Concealment, Holy Weakness, Pass Wall, Energy Drain, Lightning Immunity
		Abilities Added at Silver	Death Immunity	Abilities Added at Gold	

	Attack	15	Damage	13
	Defense	15	Resistance	13
	Hits	30	Moves	28
	Cost	300	Level	4
	Alignment	Evil	Size	Extra Large
	Unit Type	Humanoid	Gender	It
	Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Walking, Strike, Shadow Walker, Shadow Shift, Night Vision, Death Immunity, Magic Strike, Death Strike, Wall Crushing, Cause Fear, Willpower, Holy Weakness
	Abilities Added at Silver	Lightning Protection	Abilities Added at Gold	Lightning Immunity, Unholy Champion











Non Race-specific units



Priests

	High Priest	Attack	5	Damage	5
		Defense	6	Resistance	10
		Hits	12	Moves	24
		Cost	65	Level	2
		Alignment	Good	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Monastery	Abilities	Walking, Holy Strike, Holy Protection, Strike, Holy Bolts, Healing I, Turn Undead
		Abilities Added at Silver	Marksmanship I, Holy Immunity	Abilities Added at Gold	Marksmanship II, Holy Champion
	Monk	Attack	5	Damage	5
		Defense	6	Resistance	10
		Hits	12	Moves	24
		Cost	65	Level	2
		Alignment	Neutral	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Monastery	Abilities	Walking, Strike, Magic Bolts, Magic Strike, Healing I, Death Protection, Holy Protection, Turn Undead
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II, Death Immunity, Holy Immunity
	Black Priest	Attack	5	Damage	5
		Defense	6	Resistance	10
		Hits	12	Moves	24
		Cost	65	Level	2
		Alignment	Evil	Size	Medium
		Unit Type	Humanoid	Gender	Male
		Requires	Monastery	Abilities	Walking, Strike, Black Bolts, Death Strike, Healing I, Death Protection, Turn Undead
		Abilities Added at Silver	Marksmanship I, Death Immunity	Abilities Added at Gold	Marksmanship II, Unholy Champion

Common Machines




	Pioneer	Attack	0	Damage	0
		Defense	5	Resistance	5
		Hits	14	Moves	28
		Cost	150	Level	2
		Alignment	None	Size	Extra Large
		Unit Type	Siege Machine	Gender	It
		Requires	Builders Hall	Abilities	Walking, Build Outpost, Rebuild Structure, Build Roads, Poison Immunity, Fire Weakness
		Abilities Added at Silver		Abilities Added at Gold	
	Ballista	Attack	0	Damage	0
		Defense	5	Resistance	5
		Hits	14	Moves	20
		Cost	100	Level	2
		Alignment	None	Size	Large
		Unit Type	Siege Machine	Gender	It
		Requires	Builders Hall	Abilities	Walking, Shoot Javelin, Poison Immunity, Fire Weakness
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Catapult	Attack	0	Damage	0
		Defense	6	Resistance	6
		Hits	16	Moves	20
		Cost	120	Level	2
		Alignment	None	Size	Large
		Unit Type	Siege Machine	Gender	It
		Requires	Siege Workshop	Abilities	Walking, Hurl Boulder, Hurl Firebomb, Fire Weakness, Poison Immunity
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Cannon	Attack	0	Damage	0
		Defense	7	Resistance	7
		Hits	18	Moves	20
		Cost	150	Level	3
		Alignment	None	Size	Large
		Unit Type	Siege Machine	Gender	It
		Requires	Masters Guild	Abilities	Fire Cannon, Walking, Poison Immunity, Fire Weakness
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II




	Galley	Attack	0	Damage	0
		Defense	9	Resistance	9
		Hits	40	Moves	40
		Cost	150	Level	3
		Alignment	None	Size	Extra Large
		Unit Type	Siege Machine	Gender	It
		Requires	Shipyard	Abilities	Shoot Javelin, Sailing, Transport VII, Vision I, Marksmanship I, Hurl Firebomb, Fire Weakness, Poison Immunity
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III
	Transport Ship	Attack	0	Damage	0
		Defense	8	Resistance	8
		Hits	30	Moves	35
		Cost	100	Level	2
		Alignment	None	Size	Extra Large
		Unit Type	Siege Machine	Gender	It
		Requires	Shipyard	Abilities	Sailing, Transport VII, Vision I, Fire Weakness, Poison Immunity
		Abilities Added at Silver		Abilities Added at Gold	
	Repeater Ballista	Attack	0	Damage	0
		Defense	5	Resistance	5
		Hits	14	Moves	28
		Cost	150	Level	3
		Alignment	None	Size	Large
		Unit Type	Siege Machine	Gender	It
		Requires	Masters Guild	Abilities	Walking, Poison Immunity, Fire Weakness, Shoot Javelins
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Balloon	Attack	0	Damage	0
		Defense	10	Resistance	10
		Hits	20	Moves	28
		Cost	120	Level	3
		Alignment	None	Size	Extra Large
		Unit Type	Siege Machine	Gender	It
		Requires	Masters Guild	Abilities	Transport VII, Flying, Vision II, Fire Weakness, Poison Immunity
		Abilities Added at Silver	Vision III	Abilities Added at Gold	Vision IV





	Frost Cannon	Attack	0	Damage	0
		Defense	7	Resistance	7
		Hits	18	Moves	20
		Cost	130	Level	3
		Alignment	None	Size	Large
		Unit Type	Siege Machine	Gender	It
		Requires	Masters Guild	Abilities	Walking, Poison Immunity, Fire Weakness, Frost Blowing, Cold Immunity
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Flame Canon	Attack	0	Damage	0
		Defense	7	Resistance	7
		Hits	18	Moves	20
		Cost	130	Level	3
		Alignment	None	Size	Large
		Unit Type	Siege Machine	Gender	It
		Requires	Masters Guild	Abilities	Walking, Poison Immunity, Flame Throwing, Fire Immunity
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II









Summoned / Rogue Units




	Air Elemental	Attack	12	Damage	8
		Defense	10	Resistance	12
		Hits	16	Moves	40
		Cost	225	Level	3
		Alignment	None	Size	Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Flying, Physical Protection, Poison Immunity, Vision II, Strike, Magic Strike, Summoned, Shadow Walker
		Abilities Added at Silver		Abilities Added at Gold	Physical Protection
	Angel	Attack	16	Damage	10
		Defense	13	Resistance	13
		Hits	28	Moves	40
		Cost	330	Level	4
		Alignment	Good	Size	Large
		Unit Type	Humanoid	Gender	Female
		Requires	N/A	Abilities	Flying, Healing I, Holy Champion, Holy Immunity, Holy Strike, Strike, True Seeing, Vision II, Summoned
		Abilities Added at Silver	Vision III	Abilities Added at Gold	Vision IV
	Basilisk	Attack	13	Damage	12
		Defense	14	Resistance	14
		Hits	32	Moves	36
		Cost	300	Level	4
		Alignment	None	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Walking, Strike, Poison Immunity, Fire Protection, Wall Crushing, Magic Strike, Summoned, Willpower, Doom Gaze
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II, Fire Immunity





	Black Angel	Attack	16	Damage	10
		Defense	13	Resistance	13
		Hits	28	Moves	40
		Cost	330	Level	4
		Alignment	Evil	Size	Large
		Unit Type	Humanoid	Gender	Female
		Requires	N/A	Abilities	Death Immunity, Death Strike, Flying, Life Stealing, Poison Immunity, Strike, True Seeing, Unholy Champion, Vision II, Summoned
		Abilities Added at Silver	Vision III	Abilities Added at Gold	Vision IV
	Black Dragon	Attack	16	Damage	12
		Defense	12	Resistance	16
		Hits	35	Moves	40
		Cost	350	Level	4
		Alignment	Evil	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Flying, Cause Fear, Magic Strike, Vision II, Strike, Fire Immunity, Dragon, Magic Immunity, Willpower, Death Immunity, Poison Immunity, Black Breath (3/3)
		Abilities Added at Silver	Marksmanship I, Vision III, True Seeing	Abilities Added at Gold	Marksmanship II, Vision IV, Unholy Champion
	Black Spider	Attack	6	Damage	6
		Defense	5	Resistance	6
		Hits	14	Moves	26
		Cost	60	Level	1
		Alignment	Evil	Size	Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Walking, Strike, Poison Strike, Wall Climbing, Night Vision, Web, Summoned, Cave Crawling
		Abilities Added at Silver	Poison Protection	Abilities Added at Gold	Poison Immunity




	Bone Dragon	Attack	14	Damage	9
		Defense	10	Resistance	12
		Hits	22	Moves	40
		Cost	225	Level	3
		Alignment	Evil	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Death Strike, Flying, Life Stealing, Strike, Dragon, Cause Fear, Undead, Vision II, Summoned, Black Breath (3/3)
		Abilities Added at Silver	Vision III, Marksmanship I	Abilities Added at Gold	Vision IV, Marksmanship II
	Dire Boar	Attack	8	Damage	6
		Defense	8	Resistance	5
		Hits	16	Moves	40
		Cost	60	Level	1
		Alignment	None	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Strike, Walking, Forestry, Animal, Charge, Summoned
		Abilities Added at Silver		Abilities Added at Gold	
	Dire Penguin	Attack	10	Damage	8
		Defense	10	Resistance	12
		Hits	20	Moves	28
		Cost	80	Level	2
		Alignment	None	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Walking, Life Stealing, Strike, Swimming, Cold Immunity, Animal
		Abilities Added at Silver		Abilities Added at Gold	Unholy Champion
	Dragon Hatchling	Attack	13	Damage	8
		Defense	9	Resistance	14
		Hits	10	Moves	28
		Cost	100	Level	2
		Alignment	None	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Flying, Magic Strike, Vision II, Strike, Fire Immunity, Dragon, Willpower, Dragon Growth, Poison Immunity, Fire Breath (3/3)
		Abilities Added at Silver		Abilities Added at Gold	




	Earth Elemental	Attack	12	Damage	10
		Defense	14	Resistance	12
		Hits	25	Moves	24
		Cost	220	Level	3
		Alignment	None	Size	Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Walking, Strike, Poison Immunity, Tunneling, Fire Protection, Magic Strike, Wall Crushing, Summoned, Cave Crawling, Shadow Walker
		Abilities Added at Silver		Abilities Added at Gold	Fire Immunity
	Efreet	Attack	12	Damage	8
		Defense	9	Resistance	10
		Hits	16	Moves	36
		Cost	140	Level	2
		Alignment	None	Size	Large
		Unit Type	Humanoid	Gender	Male
		Requires	N/A	Abilities	Cold Weakness, Fire Immunity, Fire Strike, Poison Immunity, Strike, Floating, Summoned, Ignition, Fire Bolts
		Abilities Added at Silver		Abilities Added at Gold	
	Fairy	Attack	8	Damage	5
		Defense	10	Resistance	9
		Hits	11	Moves	32
		Cost	140	Level	2
		Alignment	Good	Size	Small
		Unit Type	Humanoid	Gender	Female
		Requires	N/A	Abilities	Flying, Strike, Magic Strike, Magic Protection, Summoned, Concealment
		Abilities Added at Silver	Magic Protection	Abilities Added at Gold	Magic Immunity



	Fire Elemental	Attack	15	Damage	10
		Defense	9	Resistance	13
		Hits	20	Moves	32
		Cost	180	Level	3
		Alignment	None	Size	Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Walking, Fire Immunity, Strike, Poison Immunity, Fire Strike, Cold Weakness, Magic Strike, Summoned, Ignition, Shadow Walker
		Abilities Added at Silver		Abilities Added at Gold	
	Golden Dragon	Attack	16	Damage	12
		Defense	12	Resistance	16
		Hits	35	Moves	40
		Cost	350	Level	4
		Alignment	Good	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Flying, Cause Fear, Magic Strike, Vision II, Strike, Fire Immunity, Dragon, Magic Immunity, Willpower, Holy Immunity, Poison Immunity, Divine Breath (3/3)
		Abilities Added at Silver	Marksmanship I, Vision III, True Seeing	Abilities Added at Gold	Marksmanship II, Vision III, Holy Champion
	Great Wym	Attack	14	Damage	11
		Defense	10	Resistance	14
		Hits	30	Moves	40
		Cost	270	Level	4
		Alignment	None	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Strike, Poison Immunity, Lightning Immunity, Swimming, Walking, Fire Weakness, Lightning Strike, Water Concealment, Static Shield, Summoned, Willpower, Shadow Walker
		Abilities Added at Silver		Abilities Added at Gold	

	Hell Hound	Attack	10	Damage	7
		Defense	6	Resistance	8
		Hits	12	Moves	36
		Cost	60	Level	1
		Alignment	None	Size	Medium
		Unit Type	Creature	Gender	It
		Requires		Abilities	Walking, Fire Strike, Strike, Fire Immunity, Summoned, Ignition, Cold Weakness, Poison Immunity
		Abilities Added at Silver		Abilities Added at Gold	
	Ice Dragon	Attack	14	Damage	12
		Defense	12	Resistance	13
		Hits	26	Moves	40
		Cost	220	Level	4
		Alignment	None	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Cold Immunity, Flying, Night Vision, Strike, True Seeing, Vision II, Cause Fear, Summoned, Willpower, Dragon, Cold Breath (3/3)
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Lurker	Attack	6	Damage	5
		Defense	4	Resistance	8
		Hits	11	Moves	24
		Cost	60	Level	1
		Alignment	None	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Strike, Walking, Poison Protection, Swimming, Water Concealment, Poison Strike, Venomous Spit, Summoned
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II, Poison Immunity

	Magic Servant	Attack	6	Damage	6
		Defense	7	Resistance	12
		Hits	10	Moves	24
		Cost	75	Level	2
		Alignment	None	Size	Small
		Unit Type	Humanoid	Gender	It
		Requires	N/A	Abilities	Walking, Magic Strike, Magic Bolts, Poison Immunity, Summoned, Strike, Shadow Walker
		Abilities Added at Silver	Marksmanship I	Abilities Added at Gold	Marksmanship II
	Minotaur	Attack	12	Damage	9
		Defense	10	Resistance	6
		Hits	18	Moves	32
		Cost	105	Level	2
		Alignment	None	Size	Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Walking, Strike, Night Vision, Summoned, Charge
		Abilities Added at Silver		Abilities Added at Gold	
	Northern Glow	Attack	8	Damage	5
		Defense	8	Resistance	8
		Hits	10	Moves	36
		Cost	150	Level	2
		Alignment	Neutral	Size	Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Cold Immunity, Strike, Pass Wall, Vision II, Lightning Immunity, Physical Protection, Static Shield, Floating, Lightning Strike, Summoned
		Abilities Added at Silver		Abilities Added at Gold	Physical Immunity
	Parasite	Attack	5	Damage	5
		Defense	5	Resistance	6
		Hits	6	Moves	28
		Cost	50	Level	1
		Alignment	None	Size	Small
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Walking, Infect
		Abilities Added at Silver	Death Immunity	Abilities Added at Gold	

	Phoenix	Attack	16	Damage	10
		Defense	12	Resistance	14
		Hits	26	Moves	40
		Cost	330	Level	4
		Alignment	None	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Flying, Vision II, Strike, Fire Immunity, Resurgence, Cold Weakness, Magic Strike, Summoned, Willpower, Ignition, Marksmanship I, Fire Breath (3/3)
		Abilities Added at Silver	Marksmanship II	Abilities Added at Gold	Marksmanship III
	Chaos Lord	Attack	14	Damage	12
		Defense	12	Resistance	15
		Hits	30	Moves	30
		Cost	220	Level	4
		Alignment	Neutral	Size	Extra Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Strike, Death Immunity, Cold Immunity, Walking, Magic Strike, Willpower, Magic Immunity, Lightning Immunity, Cause Fear, Holy Immunity, Mountaineering, Night Vision, Poison Immunity, Summoned, Wall Crushing, Shadow Shift, Shadow Walker, Fire Immunity
		Abilities Added at Silver		Abilities Added at Gold	
	Chaos Spawn	Attack	8	Damage	6
		Defense	8	Resistance	11
		Hits	12	Moves	40
		Cost	100	Level	2
		Alignment	Neutral	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Strike, Death Immunity, Cold Immunity, Walking, Magic Strike, Willpower, Lightning Immunity, Holy Immunity, Mountaineering, Night Vision, Poison Immunity, Magic Protection, Summoned, Shadow Walker, Fire Immunity
		Abilities Added at Silver		Abilities Added at Gold	Magic Immunity

	Unicorn	Attack	7	Damage	6
		Defense	7	Resistance	10
		Hits	12	Moves	40
		Cost	60	Level	1
		Alignment	Good	Size	Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Strike, Walking, Forestry, Phase, Charge, Magic Strike, Summoned
		Abilities Added at Silver		Abilities Added at Gold	Holy Champion
	Water Dancer	Attack	10	Damage	6
		Defense	10	Resistance	10
		Hits	16	Moves	40
		Cost	90	Level	2
		Alignment	None	Size	Medium
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Strike, Poison Immunity, Swimming, Walking, Summoned, Phase
		Abilities Added at Silver		Abilities Added at Gold	
	Water Elemental	Attack	12	Damage	10
		Defense	12	Resistance	14
		Hits	25	Moves	32
		Cost	210	Level	3
		Alignment	None	Size	Large
		Unit Type	Creature	Gender	It
		Requires	N/A	Abilities	Strike, Poison Immunity, Swimming, Walking, Magic Strike, Water Concealment, Fire Weakness, Summoned, Shadow Walker
		Abilities Added at Silver		Abilities Added at Gold	

	Attack	7	Damage	5
	Defense	5	Resistance	5
	Hits	10	Moves	28
	Cost	15	Level	1
	Alignment	None	Size	Medium
	Unit Type	Creature	Gender	It
	Requires	N/A	Abilities	Strike, Walking, Forestry, Animal
	Abilities Added at Silver		Abilities Added at Gold	Charge
Zephyr Bird	Attack	7	Damage	5
	Defense	6	Resistance	5
	Hits	10	Moves	40
	Cost	90	Level	1
	Alignment	None	Size	Large
	Unit Type	Creature	Gender	It
	Requires	N/A	Abilities	Animal, Flying, Strike, Vision II, Summoned
	Abilities Added at Silver	Vision III	Abilities Added at Gold	Vision IV



Appendix Two: Spells

Air

Air Elemental Summons an ethereal creature of the wind.	Level	3	Research Points	300
	Mana Cost	150	Upkeep	12
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Air Mastery Turns all Nodes to Air, and increases your Domain around them.	Level	4	Research Points	1000
	Mana Cost	500	Upkeep	50
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Chain Lightning Unleashes electrical energy at the Targeted Area.	Level	3	Research Points	100
	Mana Cost	20	Upkeep	0
	Attack	12	Damage	8
	Damage Type	Lightning	Shots	5
	Radius	3		
Freeze Water Freezes an area of water, making it solid enough to walk over.	Level	1	Research Points	120
	Mana Cost	20	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Haste Allows the target unit to move at great speed.	Level	1	Research Points	60
	Mana Cost	15	Upkeep	4
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Haste Domain Alters time in your Domain, giving Haste to all friendly Units.	Level	4	Research Points	400
	Mana Cost	120	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Ice Age Fierce Blizzards blast the lands, but leave your cities unharmed.	Level	3	Research Points	250
	Mana Cost	150	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Ice Dragon Summons a great dragon of arctic birth.	Level	4	Research Points	400
	Mana Cost	220	Upkeep	15
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Lightning Storm The Storm devastates Structures and harms units caught within it.	Level	4	Research Points	350
	Mana Cost	80	Upkeep	0
	Attack	20	Damage	10
	Damage Type	N/A	Shots	N/A
	Radius	N/A		

Northern Glow	Level	2	Research Points	200
Summons a being of pure energy.	Mana Cost	100	Upkeep	9
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Panic Attack	Level	1	Research Points	120
Attempts to cripple the target with fear.	Mana Cost	10	Upkeep	0
	Attack	0	Damage	0
	Damage Type	N/A	Shots	1
	Radius	N/A		
Recall Hero	Level	3	Research Points	100
Instantly brings a Hero back to their Wizard's side.	Mana Cost	50	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Seeker	Level	1	Research Points	150
Lets the target's ranged attacks ignore obstacles and gain +2 ATT.	Mana Cost	20	Upkeep	5
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Suffocate	Level	1	Research Points	80
Pulls the air from the lungs of the target; Save for 1/2 DAM.	Mana Cost	8	Upkeep	0
	Attack	17	Damage	6
	Damage Type	Physical	Shots	1
	Radius	N/A		
Tornado	Level	3	Research Points	350
Invokes a Tornado upon the target party, hurling some or all members far away, or removing lower-level units entirely.	Mana Cost	120	Upkeep	0
	Attack	15	Damage	5
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Violent Storm	Level	2	Research Points	100
A violent storm descends on target location for 3 turns, damaging units.	Mana Cost	50	Upkeep	0
	Attack	15	Damage	8
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Watcher	Level	4	Research Points	400
Unfogs your Domain, reveals hidden units, and sees into Enemy Cities.	Mana Cost	120	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Wind Walking	Level	3	Research Points	250
Allows a unit to Float across all terrain.	Mana Cost	50	Upkeep	10
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Wind Ward	Level	2	Research Points	120
Makes all enemy ranged attacks suffer a -50% to-hit penalty.	Mana Cost	20	Upkeep	0
	Attack	20	Damage	0
	Damage Type	Magic	Shots	1
	Radius	N/A		

Winds of Fury	Level	2	Research Points	130
Throws the target about randomly, causing great harm.	Mana Cost	10	Upkeep	0
	Attack	18	Damage	8
	Damage Type	Physical	Shots	1
	Radius	N/A		
Zephyr Bird	Level	1	Research Points	120
Summons a great eagle.	Mana Cost	60	Upkeep	6
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		



Cosmos

Alter Node	Level	2	Research Points	220
Converts a Node to your Sphere of magic.	Mana Cost	60	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Banish Summoned	Level	3	Research Points	200
Attempts to banish an enemy Summoned creature.	Mana Cost	40	Upkeep	0
	Attack	12	Damage	8
	Damage Type	Magic	Shots	1
	Radius	N/A		
Bind Summoned	Level	4	Research Points	340
Attempts to take control of an enemy summoned creature.	Mana Cost	60	Upkeep	0
	Attack	16	Damage	5
	Damage Type	Magic	Shots	1
	Radius	N/A		
Call Hero	Level	3	Research Points	200
Attempts to summon a Hero to your cause.	Mana Cost	150	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
City Spy	Level	1	Research Points	100
Allows you to see inside all cities within your Domain.	Mana Cost	30	Upkeep	5
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Cosmic Spray	Level	3	Research Points	180
Blasts an area with bolts of random elemental energy.	Mana Cost	20	Upkeep	0
	Attack	17	Damage	10
	Damage Type	Magic	Shots	1
	Radius	1		
Disjunction	Level	2	Research Points	200
Attempts to remove an enemy enchantment.	Mana Cost	Variable	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Dispel Magic	Level	1	Research Points	50
Attempts to remove all magical abilities from the target unit.	Mana Cost	10	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Double Gravity	Level	3	Research Points	150
Pulls enemy flying units down to the ground.	Mana Cost	20	Upkeep	0
	Attack	14	Damage	0
	Damage Type	Magic	Shots	1
	Radius	N/A		

Enchant Weapon	Level	1	Research Points	50
Gives a unit +1 ATT, +1 DAM and Magic Strike.	Mana Cost	10	Upkeep	3
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Freedom	Level	1	Research Points	200
Frees a unit from all effects that hinder movement.	Mana Cost	10	Upkeep	0
	Attack	0	Damage	0
	Damage Type	N/A	Shots	1
	Radius	N/A		
Magic Fist	Level	2	Research Points	200
Pounds an enemy with violent force.	Mana Cost	15	Upkeep	0
	Attack	20	Damage	10
	Damage Type	Magic, Physical, Wall	Shots	1
	Radius	N/A		
Magic Servant	Level	2	Research Points	100
Summons a small and obedient spirit.	Mana Cost	50	Upkeep	9
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Power Leak	Level	4	Research Points	400
Drains the Power Income of enemy Wizards.	Mana Cost	200	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Shadow Lock	Level	4	Research Points	100
Prevents all movement to and from the Shadow World.	Mana Cost	20	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Shadow Shift	Level	3	Research Points	150
Moves units to and from the Shadow World.	Mana Cost	30	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Shadow Walking	Level	1	Research Points	80
Makes the target immune to the effects of Shadow Sickness.	Mana Cost	10	Upkeep	2
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Spell Ward	Level	4	Research Points	300
Blocks the Disjunction of any Global Spells until it is removed.	Mana Cost	130	Upkeep	15
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Summoner's Aura	Level	3	Research Points	300
Makes your Domain a paradise for summoned units. Units heal 5 HP each turn and get a +4 to Res.	Mana Cost	150	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		

Death

Animate Hero	Level	3	Research Points	100
Brings a fallen Hero back as one of the Undead.	Mana Cost	150	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Animate Ruins	Level	3	Research Points	200
Instantly rebuilds the Razed target city.	Mana Cost	100	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Black Angel	Level	4	Research Points	400
Summons a being of dark powers.	Mana Cost	220	Upkeep	15
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Black Spider	Level	1	Research Points	80
Summons a giant web-spinning arachnid.	Mana Cost	40	Upkeep	6
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Bone Dragon	Level	3	Research Points	300
Summons a dragon whose power did not end in death.	Mana Cost	150	Upkeep	12
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
City Plague	Level	3	Research Points	100
Reduces the target city's population and Production.	Mana Cost	50	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Corpus Furia	Level	2	Research Points	100
Detonates the corpses of the dead to damage units.	Mana Cost	20	Upkeep	0
	Attack	15	Damage	8
	Damage Type	Death, Physical	Shots	1
	Radius	1		
Damnation	Level	3	Research Points	350
Holds your Domain in the grip of decay, cursing all enemies within.	Mana Cost	150	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Dark Gift	Level	1	Research Points	60
Gives a unit +1 DAM, +1 RES, and Death Strike.	Mana Cost	8	Upkeep	3
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		

Darkland	Level	3	Research Points	250
Death seeps from your towers and cities, leaving them healthy but killing the lands.	Mana Cost	100	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Death Mastery	Level	4	Research Points	1000
Turns all Nodes to Death, and increases your Domain around them.	Mana Cost	500	Upkeep	50
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Death Ray	Level	1	Research Points	80
Beams Death magic at an enemy unit.	Mana Cost	8	Upkeep	0
	Attack	18	Damage	6
	Damage Type	Death	Shots	1
	Radius	N/A		
Death Storm	Level	4	Research Points	350
The Storm turns terrain to wasteland and harms units caught within it.	Mana Cost	80	Upkeep	0
	Attack	18	Damage	6
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Domain of Darkness	Level	2	Research Points	200
Clouds your Domain, hiding it from Enemies.	Mana Cost	120	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Evil Woods	Level	2	Research Points	80
Creates an unholy growth that attacks anything moving.	Mana Cost	40	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Infection	Level	2	Research Points	120
Forces a parasite into the target, inflicting Physical Weakness and surviving their death.	Mana Cost	20	Upkeep	0
	Attack	16	Damage	0
	Damage Type	Poison	Shots	1
	Radius	N/A		
Spider's Curse	Level	1	Research Points	120
Creates Giant Webs on target location. Parties spend one turn per Web making their way through.	Mana Cost	50	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	1		
Unholy Champion	Level	2	Research Points	120
Gives a unit Willpower, and +2 ATT, +2 DAM vs. Good units.	Mana Cost	20	Upkeep	8
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Unholy Darkness	Level	1	Research Points	100
Gives Evil units +2 ATT & +1 DAM, while giving Good units -1DEF & -1RES.	Mana Cost	20	Upkeep	0
	Attack	20	Damage	0
	Damage Type	Death	Shots	1
	Radius	N/A		

Weaken	Level	1	Research Points	90
Inflicts upon a unit -2 DEF and -2 RES.	Mana Cost	10	Upkeep	0
	Attack	15	Damage	0
	Damage Type	Death	Shots	1
	Radius	N/A		

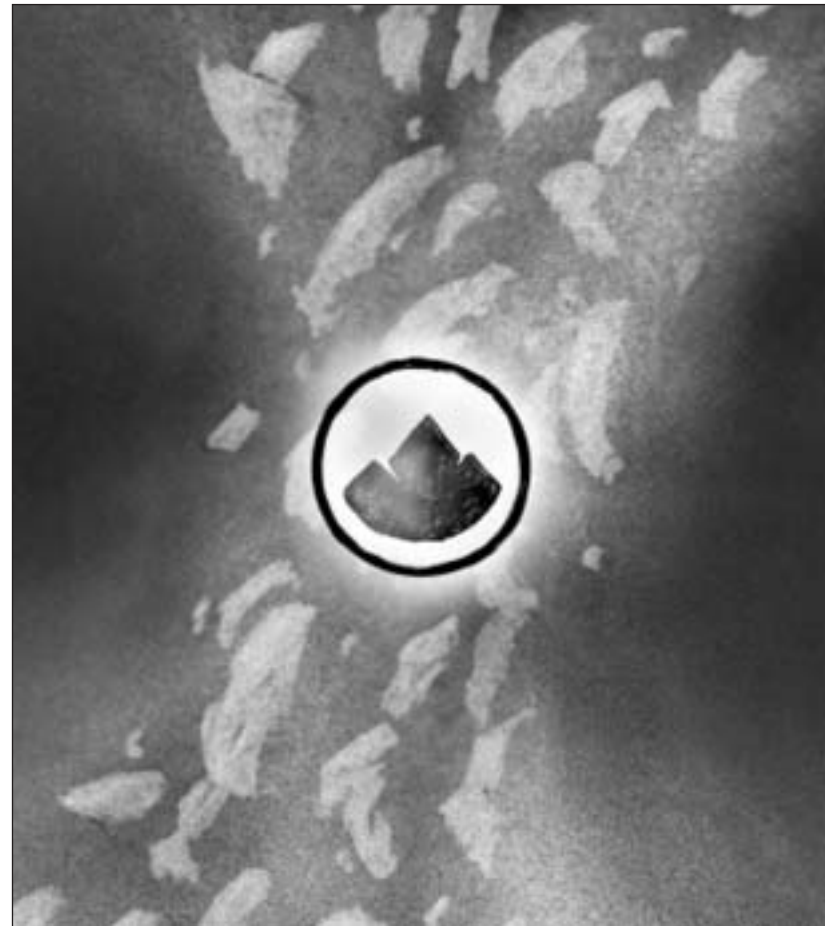


Earth

Basilisk	Level	4	Research Points	400
Summons a deadly monster with baleful eyes.	Mana Cost	200	Upkeep	15
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
City Quake	Level	4	Research Points	200
Damages the target city's structures and population.	Mana Cost	100	Upkeep	0
	Attack	8	Damage	8
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Clear Terrain	Level	1	Research Points	120
Clears target area of vegetation and roads.	Mana Cost	20	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	1		
Concealment	Level	2	Research Points	100
Conceals a unit in vegetation on any terrain.	Mana Cost	20	Upkeep	10
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Crash Gates	Level	2	Research Points	150
Destroys the gates of a walled structure.	Mana Cost	20	Upkeep	0
	Attack	0	Damage	0
	Damage Type	Physical, Wall	Shots	0
	Radius	N/A		
Deep Fissure	Level	2	Research Points	80
Fires of the deep earth burn the target; Save for 1/2 DAM.	Mana Cost	15	Upkeep	0
	Attack	20	Damage	8
	Damage Type	Physical, Wall	Shots	1
	Radius	N/A		
Dire Boar	Level	1	Research Points	80
Summons a large beast of the wilderness.	Mana Cost	40	Upkeep	6
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Earth Elemental	Level	3	Research Points	240
Summons a hardened brute made of stone.	Mana Cost	120	Upkeep	12
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Earth Mastery	Level	4	Research Points	1000
Turns all Nodes to Earth, and increases your Domain around them.	Mana Cost	500	Upkeep	50
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		

Earth's Awareness	Level	3	Research Points	100
Reveals all cities that are not magically hidden.	Mana Cost	50	Upkeep	10
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Enchanted Roads	Level	2	Research Points	240
Reduces movement costs by 1/3 for friendly units Walking your roads.	Mana Cost	80	Upkeep	10
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Free Movement	Level	1	Research Points	70
Gives a unit Mountaineering, Forestry, and Cave Crawling.	Mana Cost	10	Upkeep	2
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Golden Age	Level	4	Research Points	400
Increases the income of all cities in your Domain.	Mana Cost	150	Upkeep	40
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Level Terrain	Level	3	Research Points	120
Levels the earth to flatlands.	Mana Cost	50	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Minotaur	Level	2	Research Points	140
Summons a powerful and unnaturally-conceived beast.	Mana Cost	70	Upkeep	9
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Poison Domain	Level	4	Research Points	400
Infects your Domain, poisoning all enemy units.	Mana Cost	120	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Poison Plants	Level	2	Research Points	100
Creates a poisonous growth that lashes at anything moving.	Mana Cost	60	Upkeep	N/A
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Raise Terrain	Level	4	Research Points	200
Raises mountains from the earth.	Mana Cost	85	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Regenerate Walls	Level	2	Research Points	120
Partially restores damaged or destroyed walls at the beginning of each round.	Mana Cost	20	Upkeep	0
	Attack	20	Damage	0
	Damage Type	N/A	Shots	1
	Radius	N/A		

Stone Skin	Level	1	Research Points	50
Gives a unit +3 DEF. Does not work on Flying units.	Mana Cost	8	Upkeep	5
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Stoning	Level	1	Research Points	70
Pelts the target with a barrage of rocks.	Mana Cost	10	Upkeep	0
	Attack	12	Damage	3
	Damage Type	Physical	Shots	4
	Radius	N/A		
Tremors	Level	3	Research Points	180
Shakes the entire battlefield, damaging units and structures.	Mana Cost	20	Upkeep	0
	Attack	10	Damage	8
	Damage Type	Physical, Wall	Shots	1
	Radius	N/A		



Fire

Anarchy	Level	3	Research Points	200
Attempts to trigger a rebellion in the target city.	Mana Cost	60	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Blazing Comet	Level	1	Research Points	50
Strikes the target location with shards of burning rock.	Mana Cost	8	Upkeep	0
	Attack	18	Damage	8
	Damage Type	Fire, Physical, Wall	Shots	1
	Radius	N/A		
Blinding Flash	Level	1	Research Points	100
Blinds an enemy, cutting their Movement Points in half, and inflicting -4 ATT.	Mana Cost	10	Upkeep	0
	Attack	20	Damage	0
	Damage Type	Magic	Shots	1
	Radius	N/A		
Combustion	Level	2	Research Points	100
Causes all enemy units to burst into flames.	Mana Cost	20	Upkeep	0
	Attack	20	Damage	0
	Damage Type	N/A	Shots	1
	Radius	N/A		
Efreet	Level	2	Research Points	140
Summons a floating sprit of the fire plane.	Mana Cost	70	Upkeep	9
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Fire Domain	Level	4	Research Points	400
Envelops your Domain in an aura of fire, striking enemies each turn.	Mana Cost	120	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Fire Elemental	Level	3	Research Points	240
Summons a burning creature of fire.	Mana Cost	120	Upkeep	12
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Fire Halo	Level	2	Research Points	60
Gives a unit Fire Immunity and Fire Strike.	Mana Cost	10	Upkeep	2
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Fire Mastery	Level	4	Research Points	1000
Turns all Nodes to Fire, and increases your Domain around them.	Mana Cost	500	Upkeep	50
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		

Fire Storm	Level	4	Research Points	350
The Storm burns the terrain and harms units caught within it.	Mana Cost	80	Upkeep	0
	Attack	18	Damage	8
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Fireball	Level	2	Research Points	200
Invokes a burst of Fire upon the target area.	Mana Cost	20	Upkeep	0
	Attack	15	Damage	8
	Damage Type	Fire	Shots	1
	Radius	2		
Forge Blast	Level	2	Research Points	170
Attacks a City's Production abilities, and harms units in the explosion.	Mana Cost	120	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Fury	Level	1	Research Points	60
Gives a Unit +2 DAM, +2 RES, -2 DEF and Willpower.	Mana Cost	10	Upkeep	3
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Hell Hound	Level	1	Research Points	80
Summons a demon dog from the underworld.	Mana Cost	40	Upkeep	6
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Hellfire	Level	4	Research Points	300
Blasts the entire battlefield with searing heat, damaging all enemy units.	Mana Cost	40	Upkeep	0
	Attack	18	Damage	10
	Damage Type	Fire, Physical, Wall	Shots	1
	Radius	N/A		
Mass Confusion	Level	2	Research Points	150
Causes some enemy units to become Confused at the beginning of each turn.	Mana Cost	30	Upkeep	0
	Attack	8	Damage	0
	Damage Type	Magic	Shots	1
	Radius	N/A		
Phoenix	Level	4	Research Points	380
Summons a mystical bird of legend.	Mana Cost	220	Upkeep	15
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Skin of Oil	Level	1	Research Points	100
Inflicts upon a unit -1 to ATT, DEF, DAM & RES, and Fire Weakness.	Mana Cost	8	Upkeep	0
	Attack	20	Damage	0
	Damage Type	Magic	Shots	1
	Radius	N/A		
Swarm	Level	3	Research Points	180
Calls forth angry insects to attack an area.	Mana Cost	15	Upkeep	0
	Attack	20	Damage	5
	Damage Type	Fire, Physical	Shots	1
	Radius	1		

Wildfire	Level	1	Research Points	120
Sets fire to the target area.	Mana Cost	20	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	1		
Wither	Level	2	Research Points	120
Destroys the target city's crops, causing the population to starve.	Mana Cost	40	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		



Life

Angel	Level	4	Research Points	400
Summons a being of holy might.	Mana Cost	220	Upkeep	15
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Bless	Level	1	Research Points	50
Gives the Unit +2 RES, +1 DEF and Death Protection.	Mana Cost	8	Upkeep	3
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Call of the Forest	Level	3	Research Points	300
Calls a creature of the forest to the player's bidding every turn. The unit emerges in woodlands within the player's domain.	Mana Cost	150	Upkeep	50
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Divine Storm	Level	4	Research Points	350
The Storm turns terrain to lush grassland and harms units caught within it.	Mana Cost	80	Upkeep	0
	Attack	18	Damage	9
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Fairy	Level	2	Research Points	160
Summons a mischievous sprite.	Mana Cost	80	Upkeep	9
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Healing	Level	1	Research Points	50
Restores 5-10 HP to the target.	Mana Cost	10	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
High Prayer	Level	3	Research Points	240
Blesses all friendly units, and Heals 3-5 HP each.	Mana Cost	40	Upkeep	0
	Attack	0	Damage	10
	Damage Type	N/A	Shots	1
	Radius	N/A		
Holy Champion	Level	2	Research Points	120
Gives a unit Willpower, and +2 ATT, +2 DAM vs. Evil units.	Mana Cost	20	Upkeep	8
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Holy Light	Level	1	Research Points	150
Gives Good units +2 ATT & +1 DAM, while giving Evil units -1DEF & -1RES.	Mana Cost	20	Upkeep	0
	Attack	20	Damage	0
	Damage Type	Holy	Shots	1
	Radius	N/A		

Life Domain	Level	4	Research Points	400
Bathes your Domain in a glow of life, Healing your units for 5 HP each turn.	Mana Cost	300	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Life Mastery	Level	4	Research Points	1000
Turns all Nodes to Life, and increases your Domain around them.	Mana Cost	500	Upkeep	50
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Martyr	Level	2	Research Points	100
Gives the target an extra 100% HP, at the cost of death once the battle ends.	Mana Cost	10	Upkeep	0
	Attack	0	Damage	0
	Damage Type	N/A	Shots	1
	Radius	N/A		
Mighty Meek	Level	1	Research Points	100
Gives the unit +1 ATT & +1 DAM per level that its target is stronger than it.	Mana Cost	10	Upkeep	5
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Rejuvenate	Level	3	Research Points	100
Causes the terrain within your Domain to slowly turn to grassland.	Mana Cost	20	Upkeep	5
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Resurgence	Level	4	Research Points	350
Allows a unit to rise from the dead and fight again.	Mana Cost	100	Upkeep	15
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Resurrect Hero	Level	3	Research Points	100
Brings a Hero back from the dead.	Mana Cost	50	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Sacred Woods	Level	2	Research Points	80
Creates a Holy growth that attacks anything moving.	Mana Cost	40	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Sacred Wrath	Level	3	Research Points	170
Blasts the battlefield with Holy light, damaging all enemy units.	Mana Cost	30	Upkeep	0
	Attack	14	Damage	6
	Damage Type	Holy	Shots	1
	Radius	N/A		
Shooting Stars	Level	1	Research Points	50
Calls down Holy starfire onto the target.	Mana Cost	8	Upkeep	0
	Attack	17	Damage	7
	Damage Type	Holy	Shots	1
	Radius	N/A		

Turn Undead	Level	2	Research Points	150
Attempts to harm and panic an Undead enemy target.	Mana Cost	10	Upkeep	0
	Attack	15	Damage	4
	Damage Type	Holy	Shots	1
	Radius	N/A		
Unicorn	Level	1	Research Points	80
Summons a magical horned equine.	Mana Cost	40	Upkeep	6
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		



Water

Geyser	Level	2	Research Points	120
An eruption of water lifts and drops the target from great heights.	Mana Cost	10	Upkeep	0
	Attack	20	Damage	8
	Damage Type	Physical	Shots	1
	Radius	N/A		
Great Hail	Level	3	Research Points	180
Rains heavy hailstones upon the target area.	Mana Cost	30	Upkeep	0
	Attack	15	Damage	8
	Damage Type	Cold, Physical, Wall	Shots	2
	Radius	1		
Healing Showers	Level	1	Research Points	90
Heals 3-5 HP to all units in an area.	Mana Cost	10	Upkeep	0
	Attack	0	Damage	5
	Damage Type	N/A	Shots	1
	Radius	1		
Ice Storm	Level	4	Research Points	350
The Storm turns terrain to snow and harms units caught within it.	Mana Cost	80	Upkeep	0
	Attack	18	Damage	9
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Liquid Form	Level	3	Research Points	200
Gives a unit Physical Protection and Water Walking.	Mana Cost	50	Upkeep	10
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Lurker	Level	1	Research Points	80
Summons an amphibious creature of the deep.	Mana Cost	40	Upkeep	6
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Mist Cloak	Level	1	Research Points	120
Summons a thick mist in target area, concealing all units within.	Mana Cost	20	Upkeep	0
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	1		
Mud	Level	2	Research Points	150
Slows all ground-based enemies, adding +2 Movement Points to each hex.	Mana Cost	20	Upkeep	0
	Attack	20	Damage	0
	Damage Type	Magic	Shots	1
	Radius	N/A		
Pestilence	Level	2	Research Points	80
Spews forth a poisonous cloud into the air.	Mana Cost	30	Upkeep	0
	Attack	4	Damage	3
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Purifying Water	Level	3	Research Points	300
All water in the domain has a purifying quality, healing all units at double rate and removing curses and poison at the start of every turn.	Mana Cost	100	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		

Rot	Level	1	Research Points	100
Inflicts upon the target machine -3 ATT & DAM, and -2 HP per round.	Mana Cost	10	Upkeep	0
	Attack	20	Damage	8
	Damage Type	Physical	Shots	1
	Radius	N/A		
Spring Rains	Level	4	Research Points	180
Expands all crops in your Domain by 1 hex.	Mana Cost	100	Upkeep	50
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Static Shield	Level	2	Research Points	140
Gives a unit Lightning Strike, and shocks enemies that Strike it.	Mana Cost	25	Upkeep	8
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Vengeful Vapor	Level	1	Research Points	50
Damages units by turning parts of them into vapor.	Mana Cost	6	Upkeep	0
	Attack	15	Damage	6
	Damage Type	Physical	Shots	1
	Radius	N/A		
Water Dancer	Level	2	Research Points	120
Summons an enigmatic water sprite.	Mana Cost	60	Upkeep	9
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Water Elemental	Level	3	Research Points	280
Summons a flowing creature of water.	Mana Cost	140	Upkeep	12
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Water Mastery	Level	4	Research Points	1000
Turns all Nodes to Water, and increases your Domain around them.	Mana Cost	500	Upkeep	50
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Water Walking	Level	1	Research Points	80
Allows a unit to travel across Water.	Mana Cost	15	Upkeep	4
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Wetland	Level	3	Research Points	350
Torrential rains flood the lands, but leave your cities unharmed.	Mana Cost	150	Upkeep	20
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		
Wyrn	Level	4	Research Points	360
Summons a slithering giant serpent.	Mana Cost	180	Upkeep	15
	Attack	N/A	Damage	N/A
	Damage Type	N/A	Shots	N/A
	Radius	N/A		

Appendix Three: Wizard Skills

Anarchist	Research Points	500	Description	Decreases race/unit relations with -20.
Bureaucrat	Research Points	500	Description	City gold income penalty: Village=-5/Town=-10/City=-15.
Casting Specialist	Research Points	200 per Level	Description	Wizard gets 10 additional Spell Casting Points.
Channeller	Research Points	500	Description	10% less Mana cost for spell casting (reduces required casting points as well).
Conqueror	Research Points	500	Description	20% more XP for killing units.
Constructor	Research Points	500	Description	City production point bonus Village=5/Town=10/City=15.
Decadence	Research Points	500	Description	Units require more upkeep (6/9/12/15)-> (7/11/15/19) = Upkeep + 1xUnitLevel.
Enchanter	Research Points	500	Description	Unit Enchantment spells require 20% less Mana cost & 20% less research points.
Expander	Research Points	500	Description	20% City Population Growth Bonus.
Explorer	Research Points	500	Description	Move points + 20%.
Merchant	Research Points	500	Description	City income bonus: Village=5/Town=10/City=15.
Pacifist	Research Points	500	Description	50% less XP for killing units.
Peace Keeper	Research Points	500	Description	Increases race/unit relations with +20.
Scholar	Research Points	500	Description	All spells cost 20% less research points.
Summoner	Research Points	500	Description	Summoning spells require 20% less Mana cost & 20% less research points.
Survivalist	Research Points	500	Description	Less upkeep (6/9/12/15)-> (5/7/9/11) = Upkeep - 1xUnitLevel.
Technophobe	Research Points	500	Description	City production penalty bonus Village=-5/Town=-10/City=-15.
War Mage	Research Points	500	Description	+2 ATT & +2 DAM for all Direct Damage Combat Spells.



Appendix Four: Abilities

Combat / Action Abilities

Animate Corpse	Range	N/A	Attack	0
Brings the target back from the dead until killed again or the battle ends.	Shots	N/A	Damage	0
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Archery	Range	Long	Attack	8
Fires arrows at an enemy in combat.	Shots	3	Damage	4
	Damage Type	Physical	Forge Cost	150
	Radius	N/A		
Black Bolts	Range	Long	Attack	8
Launches a volley of Death Magic at an enemy in combat.	Shots	3	Damage	4
	Damage Type	Death	Forge Cost	N/A
	Radius	N/A		
Black Breath	Range	Short	Attack	15
Breathes Death Magic on to an area in combat.	Shots	1	Damage	5
	Damage Type	Fire, Death	Forge Cost	N/A
	Radius	N/A		
Bombard	Range	Long	Attack	12
Launches a volley of deadly energy at an area in combat.	Shots	1	Damage	5
	Damage Type	Death, Physical	Forge Cost	250
	Radius	1		
Cold Breath	Range	Short	Attack	18
Breathes Cold and ice on to an area in combat.	Shots	1	Damage	5
	Damage Type	Cold	Forge Cost	N/A
	Radius	N/A		
Control Animal	Range	N/A	Attack	15
Attempts to take Control of an Animal unit or Mount.	Shots	N/A	Damage	0
	Damage Type	Magic	Forge Cost	50
	Radius	N/A		
Dispel Magic	Range	N/A	Attack	15
Attempts to remove Magical Enchantments from the target.	Shots	N/A	Damage	0
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Divine Breath	Range	Short	Attack	15
Breathes Holy Magic onto an area in combat.	Shots	1	Damage	5
	Damage Type	Fire, Holy	Forge Cost	N/A
	Radius	N/A		
Dominate	Range	N/A	Attack	15
Attempts to take control of a unit in combat.	Shots	N/A	Damage	0
	Damage Type	N/A	Forge Cost	400
	Radius	N/A		

Doom Gaze	Range	Medium	Attack	16
Fires a beam of paralyzing energy at an enemy in combat.	Shots	1	Damage	6
	Damage Type	Magic	Forge Cost	250
	Radius	N/A		
Drain Will	Range	N/A	Attack	20
Negates Willpower on the target, making it vulnerable to mind control.	Shots	N/A	Damage	0
	Damage Type	Magic	Forge Cost	500
	Radius	N/A		
Entangle	Range	N/A	Attack	12
Attempts to immobilize the target with clutching vines in combat.	Shots	N/A	Damage	0
	Damage Type	Physical	Forge Cost	N/A
	Radius	N/A		
Fire Bolts	Range	Long	Attack	16
Launches a volley of Fire at an enemy in combat.	Shots	1	Damage	7
	Damage Type	Fire	Forge Cost	N/A
	Radius	N/A		
Fire Breath	Range	Short	Attack	15
Breathes Fire on to an area in combat.	Shots	1	Damage	5
	Damage Type	Fire	Forge Cost	200
	Radius	N/A		
Fire Cannon	Range	Extra Long	Attack	18
Launches a cannonball at an enemy in combat (Double Damage against structures).	Shots	1	Damage	15
	Damage Type	Physical, Wall	Forge Cost	350
	Radius	N/A		
Fire Crossbow	Range	Extra Long	Attack	16
Shoots bolts at an enemy in combat.	Shots	1	Damage	7
	Damage Type	Physical	Forge Cost	100
	Radius	N/A		
Fire Pistol	Range	Extra Long	Attack	16
Shoots bullets at an enemy in combat.	Shots	1	Damage	8
	Damage Type	Physical	Forge Cost	150
	Radius	N/A		
Flame Throwing	Range	Short	Attack	18
Sprays Fire on to an area in combat.	Shots	1	Damage	5
	Damage Type	Fire	Forge Cost	300
	Radius	N/A		
Frost Blowing	Range	Short	Attack	18
Sprays ice on to an area in combat.	Shots	1	Damage	5
	Damage Type	Cold	Forge Cost	250
	Radius	N/A		
Frost Bolts	Range	Long	Attack	10
Launches a volley of ice at an enemy in combat.	Shots	1	Damage	7
	Damage Type	Cold	Forge Cost	125
	Radius	N/A		

Grasp	Range	N/A	Attack	20
Grabs hold of the target and hurls them away.	Shots	N/A	Damage	10
	Damage Type	Physical	Forge Cost	N/A
	Radius	N/A		
Healing	Range	N/A	Attack	0
Replenishes the target's HP by 5-10. (Once per Turn)	Shots	N/A	Damage	10
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Holy Bolts	Range	Long	Attack	8
Launches a volley of Holy Magic at an enemy in combat.	Shots	3	Damage	4
	Damage Type	Holy	Forge Cost	N/A
	Radius	N/A		
Hurl Boulder	Range	Extra Long	Attack	16
Heaves a huge boulder at an enemy in combat (Double Damage against structures).	Shots	1	Damage	5
	Damage Type	Physical, Wall	Forge Cost	200
	Radius	N/A		
Hurl Firebomb	Range	Extra Long	Attack	16
Hurls a burning canister, which bursts into flame at impact.	Shots	1	Damage	5
	Damage Type	Fire	Forge Cost	N/A
	Radius	1		
Hurl Lightning	Range	Long	Attack	12
Blasts an area with a stream of electricity.	Shots	1	Damage	4
	Damage Type	Lightning	Forge Cost	300
	Radius	1		
Hurl Stones	Range	Long	Attack	7
Slings rocks at an enemy in combat.	Shots	3	Damage	5
	Damage Type	Physical	Forge Cost	N/A
	Radius	N/A		
Infect	Range	N/A	Attack	16
Burrows into the target, inflicting Physical Weakness and surviving their death.	Shots	N/A	Damage	4
	Damage Type	Poison	Forge Cost	N/A
	Radius	N/A		
Magic Bolts	Range	Long	Attack	10
Launches a volley of magical energy at an enemy in combat.	Shots	3	Damage	4
	Damage Type	Magic	Forge Cost	N/A
	Radius	N/A		
Morph	Range	Unlimited	Attack	0
Changes the unit's form into that of their last victim.	Shots	0	Damage	0
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Pixie Dust	Range	Short	Attack	15
Sprays magical dust on to an area in combat, with unpredictable results.	Shots	1	Damage	5
	Damage Type	Magic	Forge Cost	N/A
	Radius	0		

Poison Darts	Range	Long	Attack	8
Attacks an enemy with Poisoned Darts in combat.	Shots	3	Damage	3
	Damage Type	Poison, Physical	Forge Cost	175
	Radius	N/A		
Possess	Range	N/A	Attack	16
During combat, attempts to burrow the unit inside of an enemy to take control over them.	Shots	N/A	Damage	0
	Damage Type	Magic	Forge Cost	N/A
	Radius	N/A		
Ram	Range	N/A	Attack	15
Attempts to collide with a flying enemy and force them to the ground.	Shots	N/A	Damage	15
	Damage Type	Physical	Forge Cost	N/A
	Radius	N/A		
Repair Machine	Range	N/A	Attack	0
Replenishes 5-10 HP to the target machine.	Shots	N/A	Damage	10
	Damage Type	N/A	Forge Cost	50
	Radius	N/A		
Resurrect	Range	N/A	Attack	0
Gives the breath of life back to a corpse.	Shots	N/A	Damage	0
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Round Attack	Range	N/A	Attack	0
Spins the units in a circle, attacking all surrounding units.	Shots	N/A	Damage	0
	Damage Type	N/A	Forge Cost	150
	Radius	N/A		
Sabotage	Range	N/A	Attack	18
Attempts to destroy an enemy machine.	Shots	1	Damage	15
	Damage Type	Fire, Physical, Wall	Forge Cost	50
	Radius	N/A		
Seduce	Range	N/A	Attack	8
Attempts to take Control of a unit in combat.	Shots	N/A	Damage	0
	Damage Type	N/A	Forge Cost	200
	Radius	N/A		
Self Destruct	Range	N/A	Attack	20
Destroys the unit, while also damaging surrounding units in combat.	Shots	N/A	Damage	12
	Damage Type	Fire, Physical, Wall	Forge Cost	N/A
	Radius	N/A		
Shoot Black Javelin	Range	Unlimited	Attack	6
Fires a black javelin at an enemy in combat.	Shots	3	Damage	7
	Damage Type	Death	Forge Cost	N/A
	Radius	N/A		
Shoot Javelin	Range	Extra Long	Attack	16
Fires javelins at an enemy in combat.	Shots	1	Damage	12
	Damage Type	Physical	Forge Cost	250
	Radius	N/A		

Shoot Javelins	Range	Extra Long	Attack	13
Fires javelins at an enemy in combat.	Shots	3	Damage	5
	Damage Type	Physical	Forge Cost	N/A
	Radius	N/A		
Spawn Larva	Range	Unlimited	Attack	0
Excretes a larval offspring, newborn but ready for battle.	Shots	1	Damage	0
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Spell Casting	Range	N/A	Attack	0
Allows the unit to cast spells in combat.	Shots	N/A	Damage	0
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Spread Attack	Range	N/A	Attack	14
Strikes out at enemy units in all directions.	Shots	N/A	Damage	6
	Damage Type	Physical	Forge Cost	N/A
	Radius	N/A		
Steal Enchantment	Range	N/A	Attack	15
Attempts to transfer the target's Magical Enchantments to the unit.	Shots	N/A	Damage	0
	Damage Type	Magic	Forge Cost	250
	Radius	N/A		
Steam	Range	N/A	Attack	18
Emits a cloud of steam to damage surrounding units in combat.	Shots	N/A	Damage	8
	Damage Type	Physical	Forge Cost	N/A
	Radius	N/A		
Strangle	Range	N/A	Attack	16
Throttles and attempts to Paralyze the target.	Shots	N/A	Damage	8
	Damage Type	Physical	Forge Cost	N/A
	Radius	N/A		
Strike	Range	N/A	Attack	N/A
Allows the unit to engage an enemy in melee during combat.	Shots	N/A	Damage	N/A
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Taunt	Range	Long	Attack	15
Attempts to lure the target into attacking the unit.	Shots	1	Damage	0
	Damage Type	Magic	Forge Cost	150
	Radius	N/A		
Throw Blade	Range	Long	Attack	9
Hurls a bladed weapon at an enemy in combat.	Shots	3	Damage	2
	Damage Type	Physical	Forge Cost	100
	Radius	N/A		
Throw Spear	Range	Long	Attack	14
Chucks a spear at the target, usable once per battle.	Shots	1	Damage	7
	Damage Type	Physical	Forge Cost	100
	Radius	N/A		

Trap	Range	N/A	Attack	8
Attempts to Trap and enslave the target.	Shots	N/A	Damage	0
	Damage Type	Physical	Forge Cost	400
	Radius	N/A		
Turn Undead	Range	N/A	Attack	15
Attempts to harm and panic an Undead enemy target.	Shots	N/A	Damage	0
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Venomous Spit	Range	Long	Attack	8
Spews toxic poison at an enemy in combat.	Shots	1	Damage	9
	Damage Type	Poison, Physical	Forge Cost	N/A
	Radius	N/A		
Web	Range	N/A	Attack	10
Attempts to immobilize an enemy unit in sticky webbing.	Shots	N/A	Damage	0
	Damage Type	N/A	Forge Cost	N/A
	Radius	N/A		
Whirlwind	Range	N/A	Attack	20
The unit spins rapidly, damaging and pushing away nearby units.	Shots	N/A	Damage	3
	Damage Type	Physical	Forge Cost	N/A
	Radius	N/A		



Enhancements / Attributes

Animal	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is an animal.			
Bard's Skills	Statistical Modifications	+30 Morale per unit in Stack	Forge Cost	50
Description	Improves the Morale of all units in the Party.			
Blessed	Statistical Modifications	+2 RES +1 DEF	Forge Cost	N/A
Description	Gives the unit +2 RES, +1 DEF and Death Protection.			
Block	Statistical Modifications	+5 DEF vs. Ranged ATT or first Melee strike	Forge Cost	350
Description	Adds +5 DEF when facing any Physical ranged attack, or the first enemy melee strike.			
Blurred	Statistical Modifications	N/A	Forge Cost	350
Description	Gives the unit a 25% chance to evade any enemy melee strike.			
Build Outpost	Statistical Modifications	N/A	Forge Cost	N/A
Description	Consumes the unit to construct a new city.			
Build Roads	Statistical Modifications	N/A	Forge Cost	N/A
Description	Creates a new road for 10 Gold per hex.			
Build Watch Tower	Statistical Modifications	N/A	Forge Cost	N/A
Description	Consumes the unit to construct a new Watchtower.			
Caravan	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is a Caravan, the mobile population of a former city.			
Casting Specialist	Statistical Modifications	+10 Casting Mana	Forge Cost	750
Description	Gives the unit +10 Casting Points for casting spells per turn.			
Cause Fear	Statistical Modifications	N/A	Forge Cost	N/A
Description	Gives each Strike a chance (8 ATT) to make the enemy Panic.			
Cave Crawling	Statistical Modifications	N/A	Forge Cost	50
Description	Allows the unit to travel underground without penalty.			
Changeling	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to take the form of the last enemy it killed in melee combat.			
Charge	Statistical Modifications	+2 ATT and +2 DAM for first melee strike	Forge Cost	150
Description	Gives the unit +2 ATT and +2 DAM on their first melee strike when attacking.			
Cold Immunity	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to Cold Damage.			
Cold Protection	Statistical Modifications	N/A	Forge Cost	75
Description	Reduces all Cold Damage the unit takes by 50%.			
Cold Strike	Statistical Modifications	N/A	Forge Cost	N/A
Description	Bestows Cold damage upon the unit's attacks (8 ATT).			
Concealment	Statistical Modifications	N/A	Forge Cost	N/A
Description	Conceals the unit in vegetation on any terrain.			
Crusader	Statistical Modifications	+2 RES and Willpower	Forge Cost	N/A
Description	The power of belief bestows upon the unit +2 RES and Willpower.			
Dark Gift	Statistical Modifications	+1 DAM +1 RES	Forge Cost	N/A
Description	Gives a unit +1 DAM, +1 RES and Death Strike.			
Death Immunity	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to Death Damage.			
Death Protection	Statistical Modifications	N/A	Forge Cost	75
Description	Reduces all Death damage the unit takes by 50%.			
Death Strike	Statistical Modifications	N/A	Forge Cost	N/A
Description	Bestows Death damage upon the unit's attacks (8 ATT).			

Desert Concealment	Statistical Modifications	N/A	Forge Cost	50
Description	Hides the unit from sight when on Desert terrain.			
Devour	Statistical Modifications	N/A	Forge Cost	N/A
Description	Gives the unit a chance to eat its target and produce a Larva with each melee strike.			
Double Strike	Statistical Modifications	N/A	Forge Cost	500
Description	Gives the unit 2 Strikes each melee round.			
Draconian Growth	Statistical Modifications	N/A	Forge Cost	N/A
Description	Transforms the Hatchling into mature form when it reaches elite rank.			
Dragon	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is a Dragon.			
Dragon Growth	Statistical Modifications	N/A	Forge Cost	N/A
Description	Transforms the Dragon Hatchling into mature form when it reaches Gold Medal rank.			
Dragon Slaying	Statistical Modifications	+2 ATT vs. Draconians +5 ATT vs. Dragons	Forge Cost	300
Description	Gives the unit +2 ATT vs Draconians and +5 ATT vs Dragons.			
Enchanted Weapon	Statistical Modifications	+1 ATT +1 DAM	Forge Cost	N/A
Description	Gives the unit +1 ATT, +1 DAM and Magic Strike.			
Energy Drain	Statistical Modifications	-50% ATT to target -50% DAM to target	Forge Cost	N/A
Description	Gives each melee strike a chance (8 ATT) to sap the target's ability to fight.			
Extra Strike	Statistical Modifications	N/A	Forge Cost	N/A
Description	Gives the unit an additional Strike in Melee combat.			
Fire Halo	Statistical Modifications	N/A	Forge Cost	N/A
Description	Gives the unit Fire Immunity, Ignite, and Fire Strike.			
Fire Immunity	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to Fire Damage and is capable of Walking on Lava.			
Fire Protection	Statistical Modifications	N/A	Forge Cost	75
Description	Reduces all Fire Damage the unit takes by 50%.			
Fire Strike	Statistical Modifications	N/A	Forge Cost	N/A
Description	Bestows Fire damage upon the unit's attacks (8 ATT).			
First Strike	Statistical Modifications	N/A	Forge Cost	50
Description	Gives the unit the initial Strike in Melee combat.			
Floating	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to Float across all terrain.			
Flying	Statistical Modifications	N/A	Forge Cost	250
Description	Allows the unit to Fly across all terrain.			
Forestry	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to travel through Forests without penalty.			
Free Movement	Statistical Modifications	N/A	Forge Cost	N/A
Description	Gives a Unit Mountaineering, Forestry, and Cave Crawling.			
Fury	Statistical Modifications	+2 DAM	Forge Cost	N/A
Description	Gives the unit +2 DAM and Willpower.			
Grass Concealment	Statistical Modifications	N/A	Forge Cost	50
Description	Hides the unit from sight when on Grass terrain.			
Haste	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the target unit to move at great speed.			
Holy Champion	Statistical Modifications	+3 ATT vs. Evil units +3 DAM vs. Evil units	Forge Cost	N/A
Description	Gives the unit Willpower, and +3 ATT, +3 DAM vs. Evil units.			
Holy Immunity	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to Holy Damage.			
Holy Light	Statistical Modifications	+2 ATT +1 DAM	Forge Cost	N/A
Description	Gives Good units +2 ATT & +1 DAM, while giving Evil units -1DEF & -1RES.			

Holy Protection	Statistical Modifications	N/A	Forge Cost	75
Description	Reduces all Holy Damage the unit takes by 50%.			
Holy Strike	Statistical Modifications	N/A	Forge Cost	N/A
Description	Bestows Holy damage upon the unit's attacks (8 ATT).			
Ignition	Statistical Modifications	N/A	Forge Cost	150
Description	Burns enemies that strike the unit in melee combat.			
Invisibility	Statistical Modifications	N/A	Forge Cost	300
Description	Hides the unit from sight.			
Leadership	Statistical Modifications	+1 ATT at Level 1 and 3 +1 DEF at Level 2 and 4	Forge Cost	300
Description	+1 ATT at Level 1 and 3, +1 DEF at Level 2 and 4.			
Life Domain	Statistical Modifications	N/A	Forge Cost	N/A
Description	Bathes your Domain in a glow of life, Healing your Units with 5 HP each Turn.			
Life Stealing	Statistical Modifications	N/A	Forge Cost	300
Description	Restores 2 HP to the unit each time it hits an enemy in melee combat.			
Lightning Immunity	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to Lightning Damage.			
Lightning Protection	Statistical Modifications	N/A	Forge Cost	75
Description	Reduces all Lightning Damage the unit takes by 50%.			
Lightning Strike	Statistical Modifications	N/A	Forge Cost	N/A
Description	Bestows Lightning damage upon the unit's attacks (8 ATT).			
Liquid Form	Statistical Modifications	N/A	Forge Cost	N/A
Description	Gives the unit Physical Protection and Water Walking.			
Magic Immunity	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to Magic Damage.			
Magic Protection	Statistical Modifications	N/A	Forge Cost	N/A
Description	Reduces all Magic Damage the unit takes by 50%.			
Magic Relay	Statistical Modifications	N/A	Forge Cost	500
Description	Creates an expanded pocket of Domain around the unit.			
Magic Strike	Statistical Modifications	N/A	Forge Cost	N/A
Description	Bestows Magic damage upon the unit's attacks (8 ATT).			
Magical Mount	Statistical Modifications	N/A	Forge Cost	50
Description	The unit rides an enchanted steed, which is immune to enemy control.			
Marksmanship	Statistical Modifications	+1 ATT per Marksmanship Level +1 DAM per Marksmanship Level	Forge Cost	100
Description	Gives the unit +1 ATT +1 DAM on ranged attacks per Marksmanship level.			
Metamorphosis	Statistical Modifications	N/A	Forge Cost	N/A
Description	Transforms the unit into a stronger form when it reaches Gold Medal rank.			
Mighty Meek	Statistical Modifications	+1 ATT per level of stronger target +1 DAM per level of stronger target	Forge Cost	N/A
Description	Gives the unit +1 ATT & +1 DAM per level that its target is stronger than it.			
Mountaineering	Statistical Modifications	N/A	Forge Cost	50
Description	Allows the unit to travel over Mountains without penalty.			
Mounted	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit rides a steed.			
Night Vision	Statistical Modifications	N/A	Forge Cost	50
Description	The unit has improved visual range when in dark locations, such as Underground.			
Pass Wall	Statistical Modifications	N/A	Forge Cost	100
Description	Allows the unit to move through Walls with ease.			
Path of Decay	Statistical Modifications	N/A	Forge Cost	N/A
Description	Turns the terrain to Wasteland as the unit moves over it.			

Path of Frost	Statistical Modifications	N/A	Forge Cost	N/A
Description	Turns the terrain to Snow as the unit moves over it.			
Path of Life	Statistical Modifications	N/A	Forge Cost	N/A
Description	Turns the terrain to Grassland as the unit moves over it.			
Phase	Statistical Modifications	N/A	Forge Cost	N/A
Description	Teleports the unit to a new location, once per combat.			
Physical Immunity	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to Physical Damage.			
Physical Protection	Statistical Modifications	N/A	Forge Cost	400
Description	Reduces all Physical Damage the unit takes by 50%.			
Poison Immunity	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to Poison Damage.			
Poison Protection	Statistical Modifications	N/A	Forge Cost	75
Description	Reduces all Poison Damage the unit takes by 50%.			
Poison Strike	Statistical Modifications	N/A	Forge Cost	N/A
Description	Bestows Poison damage upon the unit's attacks (8 ATT).			
Polearm	Statistical Modifications	+3 ATT vs. Mounted, Flying +3 DAM vs. Mounted, Flying	Forge Cost	N/A
Description	Adds +3 ATT, +3 DAM to melee strikes against mounted and flying enemies.			
Rebuild Structure	Statistical Modifications	N/A	Forge Cost	N/A
Description	Consumes the unit to Rebuild a Razed structure.			
Regeneration	Statistical Modifications	N/A	Forge Cost	450
Description	The unit regains full HP at the beginning of each day.			
Resurgence	Statistical Modifications	N/A	Forge Cost	N/A
Description	When the unit dies in combat, Resurrects it 3 rounds later or at the end of combat if you are victorious. Units brought back by Resurgence are brought back with only 25% of their HP.			
Sailing	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to travel across Water.			
Seeker	Statistical Modifications	+2 ATT	Forge Cost	N/A
Description	Lets the target's ranged attacks ignore obstacles and gain +2 ATT.			
Shadow Shift	Statistical Modifications	N/A	Forge Cost	250
Description	Moves the unit to and from the Shadow World.			
Shadow Walker	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to the effects of Shadow Sickness.			
Shadow Walking	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to the effects of Shadow Sickness.			
Smoky Haze	Statistical Modifications	N/A	Forge Cost	125
Description	Poisons enemies that Strike the unit (8 ATT).			
Snow Concealment	Statistical Modifications	N/A	Forge Cost	50
Description	Hides the unit from sight when on Snow terrain.			
Static Shield	Statistical Modifications	N/A	Forge Cost	N/A
Description	Gives the unit Lightning Strike, and shocks enemies that Strike it (8 ATT).			
Steppe Concealment	Statistical Modifications	N/A	Forge Cost	50
Description	Hides the unit from sight when on Steppe terrain.			
Stone Skin	Statistical Modifications	+3 DEF	Forge Cost	N/A
Description	Gives the unit +3 DEF. Does not work on Fliers.			
Summoned	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit has been Summoned magically.			
Summoner's Aura	Statistical Modifications	+4 RES +5 HP / Turn	Forge Cost	N/A
Description	Makes your Domain a Paradise for Summoned Units, Units heal 5 HP each Turn and get +4 to RES.			

Swallow Whole	Statistical Modifications	N/A	Forge Cost	N/A
Description	Gives the unit a chance to eat its target and regain 5HP with each melee strike. The less health a unit has the greater the chance.			
Swimming	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to travel across Water.			
Trail of Darkness	Statistical Modifications	N/A	Forge Cost	N/A
Description	Hides the terrain from view as the unit moves over it.			
Transport	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is capable of carrying other units. A unit with Transport is capable of transporting as many units as it's Transport level.			
True Seeing	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is capable of seeing hidden units.			
Tunneling	Statistical Modifications	N/A	Forge Cost	50
Description	The unit can burrow through Earth Walls when Underground.			
Undead	Statistical Modifications	N/A	Forge Cost	N/A
Description	Unit is Undead, and is immune to Death Damage, Poison, Fear, and Seduction.			
Underground Concealment	Statistical Modifications	N/A	Forge Cost	50
Description	Hides the unit from sight when Underground.			
Unholy Champion	Statistical Modifications	+2 ATT vs. Good units +2 DAM vs. Good units	Forge Cost	N/A
Description	Gives the unit Willpower, +2 ATT, and +2 DAM vs. Good units.			
Unholy Darkness	Statistical Modifications	+2 ATT +1 DAM	Forge Cost	N/A
Description	Gives Evil units +2ATT & +2DAM, while giving Good units -1DEF & -1RES.			
Vision	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to see its surroundings. Increases a unit's visual radius by 2 per Vision level.			
Walking	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to travel across normal terrain.			
Wall Climbing	Statistical Modifications	N/A	Forge Cost	100
Description	The unit is capable of scaling city walls.			
Wall Crushing	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to damage city walls with melee strikes.			
Wasteland Concealment	Statistical Modifications	N/A	Forge Cost	50
Description	Hides the unit from sight when on Wasteland terrain.			
Water Concealment	Statistical Modifications	N/A	Forge Cost	50
Description	Hides the unit from sight when in Water.			
Water Walking	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to travel across Water.			
Willpower	Statistical Modifications	N/A	Forge Cost	N/A
Description	The unit is immune to all forms of enemy control.			
Wind Walking	Statistical Modifications	N/A	Forge Cost	N/A
Description	Allows the unit to Float across all terrain.			



Handicaps

Animated	Statistical Modifications	N/A	Description	The unit has been Animated, and will perish at the end of the Battle.
Blinded	Statistical Modifications	-1/2 Movement -4 ATT	Description	Reduces the unit's Movement Points by half, and inflicts -4 ATT.
Burning	Statistical Modifications	-1 HP/Turn -2 ATT	Description	Causes the unit to suffer -1 HP/Turn and -2 ATT for 3 turns.
Charmed	Statistical Modifications	N/A	Description	The unit is under the control of another unit.
Cold Weakness	Statistical Modifications	N/A	Description	Increases all Cold Damage the unit takes by 50%.
Confused	Statistical Modifications	N/A	Description	The unit is uncontrollable, and behaves erratically.
Controlled	Statistical Modifications	N/A	Description	The unit is under the control of another unit.
Cursed	Statistical Modifications	-2 RES	Description	Inflicts upon the unit -2 RES, Death Weakness, and prevents healing.
Death Weakness	Statistical Modifications	N/A	Description	Increases all Death Damage the unit takes by 50%.
Dominated	Statistical Modifications	N/A	Description	The unit is under the control of another unit.
Double Gravity	Statistical Modifications	N/A	Description	The unit has been pulled to the ground.
Energy Drained	Statistical Modifications	-50% ATT -50% DAM	Description	Reduces the unit's ATT and DAM by half.
Enslaved	Statistical Modifications	N/A	Description	The unit has been enslaved, and is under the control of another unit.
Entangled	Statistical Modifications	N/A	Description	The unit is held by vines, and cannot move or make any actions for 3 Turns.
Feral Mount	Statistical Modifications	N/A	Description	The unit's mount is out of control, reducing its MP by half.
Fire Domain	Statistical Modifications	N/A	Description	The unit is within enemy Domain, and is struck by Fire each turn.
Fire Weakness	Statistical Modifications	N/A	Description	Increases all Fire Damage the unit takes by 50%.
Frozen	Statistical Modifications	N/A	Description	Unit is encased in ice for 3 rounds, and cannot move or perform any action until hit.
Holy Weakness	Statistical Modifications	N/A	Description	Increases all Holy Damage the unit takes by 50%.
Infected	Statistical Modifications	N/A	Description	The unit has a parasite within them, causing Physical Weakness.
Lightning Weakness	Statistical Modifications	N/A	Description	Increases all Lightning Damage the unit takes by 50%.
Magic Weakness	Statistical Modifications	N/A	Description	Increases all Magic Damage the unit takes by 50%.
Martyr	Statistical Modifications	N/A	Description	Gives the unit an extra 100% HP, at the cost of death once the battle ends.
Mud	Statistical Modifications	+4 Movement	Description	Makes each hex moved cost +2 Movepoints.
Oily Skin	Statistical Modifications	-1 ATT -1 DAM -1 DEF -1 RES	Description	Inflicts upon the unit -1 to ATT, DEF, DAM & RES, and Fire Weakness.
Panicked	Statistical Modifications	-40 Morale	Description	The unit will move about randomly in fear and has their morale decreased by 40.
Paralyzed	Statistical Modifications	N/A	Description	The unit is completely unable to move.
Physical Weakness	Statistical Modifications	N/A	Description	Increases all Physical Damage the unit takes by 50%.
Poison Domain	Statistical Modifications	-2 ATT -2 DEF -2 DAM -2 RES	Description	Inflicts upon the unit -2 ATT, -2 DEF, -2 DAM, and -2 RES.
Poison Weakness	Statistical Modifications	N/A	Description	Increases all Poison Damage the unit takes by 50%.
Poisoned	Statistical Modifications	-2 ATT -2 DAM -2 DEF -2 RES	Description	Inflicts upon the unit -2 ATT, -2 DEF, -2 DAM, and -2 RES.

Possessed	Statistical Modifications	N/A	Description	The unit is now inhabited and controlled by another unit.
Resurrected	Statistical Modifications	N/A	Description	The unit has been resurrected.
Rotting	Statistical Modifications	-3 ATT -3 DAM -2 HP / Round	Description	Inflicts upon the unit -3 ATT & DAM, and -2 HP per Round.
Seduced	Statistical Modifications	N/A	Description	The unit is under the control of another unit.
Shadow Sickness	Statistical Modifications	-50% ATT -50% DAM -50% DEF -50% RES	Description	The illness lowers the unit's ATT, DAM, DEF and RES by 50%.
Stunned	Statistical Modifications	N/A	Description	The unit has been shocked by Lightning, and cannot move for 1 turn.
Swarmed	Statistical Modifications	-2 HIT / Turn	Description	Biting insects inflict -2 HIT each turn.
Taunted	Statistical Modifications	N/A	Description	The unit is enraged at an enemy, and will attack only it.
Trapped	Statistical Modifications	N/A	Description	The unit has been trapped, cannot move, and may become Enslaved.
Vertigo	Statistical Modifications	-2 ATT-2 DEF	Description	Inflicts upon the unit -2 ATT and -2 DEF.
Weakened	Statistical Modifications	-2 DEF-2 RES	Description	Inflicts upon the unit -2 DEF and -2 RES.
Webbed	Statistical Modifications	N/A	Description	The unit is held by webbing, and cannot move or make any actions for 3 turns.
Will Drained	Statistical Modifications	N/A	Description	Negates Willpower, making the unit vulnerable to mind control.
Wind Ward	Statistical Modifications	-50% ATT for Ranged	Description	The unit's ranged attacks suffer a -50% to-hit penalty.



Appendix Five: Cities

City Size

Name	Base Gold Income	Base Production	Base Growth	Population Range
Outpost (0)	10	10	7	0-199
Village (1)	20	20	10	200-599
Town (2)	30	30	16	600-1399
City (3)	40	40	25	1399+

☼ Pioneers consume 250 Population when built

☼ Hurrying a production costs 20 Gold and 20 Population for each unfilled Production coin.



City Structures

Name	Cost	Prerequisite	Units Allowed	Bonuses
Barracks	80	Village (Size 1)	Level 1 Units*	
War Hall	150	Barracks	Level 2 Units	
Champions Guild	200	War Hall	Level 3 Units	
Builder's Hall	80	Village (Size 1)	Pioneer, Ballista	+10 Production
Siege Workshop	150	Builder's Hall	Catapult	+10 Production
Masters Guild	250	Siege Workshop	Cannon	+10 Production, Repairs Machines
Temple Complex	80	Village (Size 1)		+5 Mana, +20 City Morale
Monastery	120	Temple Complex	Priests	+5 Mana
Sanctuary	200	Monastery		+5 Mana, Heals Units
Wooden Wall	60			
Stone Wall	100	Siege Workshop		
Shipyards	60	Builder's Hall, Nearby Water	Galley, Transport Ship	
Wizard Tower I	500	Village (Size 1)		Domain = 15
Wizard Tower II	250	Wizard Tower I		+5 Domain
Wizard Tower III	250	Wizard Tower II		+5 Domain
Hall of Enchantment	220	Wizard Tower I		Enchants Garrison**
Library	150	Wizard Tower I		+10 Research
Tower Guard	100	Wizard Tower I		Fires Magic Bolt in City Combat
Farcaster	120	Wizard Tower II		+5 Domain
Casting Chamber	180	Wizard Tower II		+10 Casting Points
Enchanted Walls	200	Wizard Tower II		Forms Barrier Around City***
Teleportation Gate	500	Wizard Tower III		Teleport Units to a Wizard Tower
Forcefield	200	Wizard Tower III		Protects City from Overland Spells
Shrine of War	200	Temple Complex		Silver Medal on new Units
Shrine of Order	200	Temple Complex		+10 Production, +40 City Morale
Shrine of Nature	200	Temple Complex		+10 Production, +10 Growth
Shrine of Magic	200	Temple Complex		+10 Research, +10 Mana
Item Forge	250	Wizard Tower III		Creates Magic Items
Racial Structure	250	Builder's Hall, Barracks, Temple Complex	Varies by Race****
Produce Merchandise				+20% Gold
Produce Housing				+100% Growth

* Cities can always produce their race-specific level 1 unit even if there is no Barracks

** Enchantment varies based on Wizard Sphere

*** Barrier damage type varies based on Wizard Sphere

**** The bonuses and units made available vary by race, and are described on the table below

Racial Structures

Race	Building	Units Allowed	Bonuses
Humans	Chapter House	Chaplain	City becomes Cheerful, New units get Willpower
Tigrans	Mirage	Beholder	Garrison concealed, New units get Vision 1
Draconians	Hydra's Pool	Hydra	New units get Regeneration
Frostlings	Midwinter Hut	Yeti	New units get Fire Protection
Elves	Secret Glade	Treeman	City is hidden in forest
Halflings	Great Garden	Centaur	+ 10 Growth, +20 City Morale
Dwarves	Stone Menders	Gargoyle	Walls Toughened
Archons	Sanctum	Saint	After siege, strongest fallen defender saved
Dark Elves	Tower Relay	Succubus	Domain +5
Orcs	Blood Totem	Doom Bats	New units get Life Stealing
Goblins	Filth Hole	Troll	Slows down troops as 'Mud' spell
Undead	Hall of the Doomed	Necromancer	Humanoids dying in siege may be raised as Zombies
Nomads	Slave Pit	Pit Guard	Hurry Production's population cost halved
Syrans	Hall of Stars	Astral Sprite	During Siege, town bathed in 'Holy Light' spell
Shadow Demons	Hall of Darkness	Spirit	During Siege, town bathed in 'Unholy Darkness' spell

Hall of Enchantment and Enchanted Walls Information

Sphere	Enchantment	Wall Damage Type
Air	Haste	Lightning
Earth	Stoneskin	Poison
Fire	Fire Halo	Fire
Water	Liquid Form	Cold
Life	Bless	Holy
Death	Dark Gift	Death
Cosmos	EnchantWeapon	Magic

Racial City Information

Name	City Bonus	Terrain Permitting Crops
Humans	+5 Production Bonus per City Size	Grass, Dirt, Steppe
Tigrans	+5 Gold Bonus per City Size	Grass, Dirt, Steppe, Desert
Draconians	+5 Research Bonus per City Size	Grass, Dirt, Steppe
Frostlings	+5 Mana Bonus per City Size	Grass, Dirt, Steppe, Snow
Elves	+5 Mana Bonus per City Size	Grass, Dirt, Steppe
Halflings	+5 Gold Bonus per City Size	Grass, Dirt, Steppe
Dwarves	+5 Production Bonus per City Size	Grass, Dirt, Steppe
Archons	+5 research bonus per city size	Grass, Dirt, Steppe
Dark elves	+5 Mana Bonus per City Size	Grass, Dirt, Steppe, Wasteland
Orcs	+5 Production Bonus per City Size	Grass, Dirt, Steppe
Goblins	+5 Growth Bonus per City Size	Grass, Dirt, Steppe
Undead	+5 Research Bonus per City Size	Grass, Dirt, Steppe, Wasteland
Nomads	City can be moved for 30 Gold	Grass, Steppe, Desert, Dirt
Syrans	+5 Mana Bonus per City Size	Grass, Steppe, Lava, Shadow Land
Shadow Demons	+5 Production Bonus per City Size	Shadow Land, Steppe

